STRATEGY NINTENDO POWER GUIDE

Volume 19
U.S. $3.50
Canada $4.50

4-PLAYER EXTRA

Team up for powerful fun!

Official Nintendo Seal of Quality

Nintendo PLAY-TO-WIN STRATEGIES STRAIGHT FROM THE PROS

POWL BOWL
Ball on 45
1st QTR
1st and 10
HOU
S.F.
Time Out(3)
GAUNTLET II
LEVEL 1
1951
1953
1855
1961
50
0
90
20
01:20
0-0
IAGO AC: 2
MASK AC: 2
AJAX AC: 2
ERIN AC: 2
PAUSE
7:12

4 Player Extra Strategy Guide

FOUR PLAYER GAME

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- Magic Johnson's Fast Break
- Championship Bowling
- A Nightmare On Elm Street
- M.U.L.E.

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Nintendo Power Strategy Guide
4-Player Extra
Volume 19

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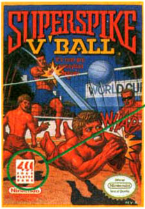
Nintendo of America Inc.
P.O. Box 957
Redmond, WA 98052

GET READY FOR 4-PLAYER

NINTENDO
POWER

HERE'S WHAT YOU'LL NEED:

To dive into four-player action, you'll need a four-player adapter, like the NES Satellite or NES Four Score. Choose any of the special four-player Game Paks already available. You'll also need four NES fanatic friends and four controllers.


SUPER SPIKE
V'BALL
WORLD CUP
Nintendo

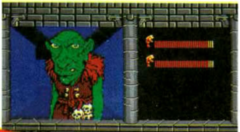
4 FOUR PLAYER GAME

4 FOUR PLAYER GAME

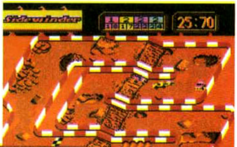
Look for the exclusive 4-Player logo to identify the many four-player Game Paks designed for use with the NES Satellite and Four Score.

4-PLAYER SETUP

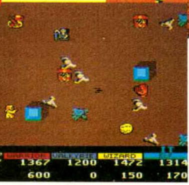
Like any NES game, a four-player game can take you from the depths of a fantasy dungeon, to the playing field of a modern football stadium or the far reaches of outer space. But with this latest NES game category, your playing options increase. No one is left out, everyone can play at the same time. Game play is more challenging against human opponents. And the many different team combinations add to the excitement.


YAGO
MARK AC: 2
AJAX AC: 2
ERIN AC: 2

Swords & Serpents emphasizes cooperation between the four players as you make your way through a deadly labyrinth.



Super Off Road pits the players against each other on a radical off road track.

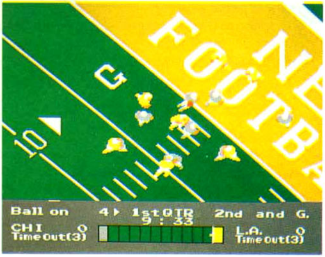

WARRIOR
VALKYRIE
WIZARD
1367
1200
1472
1314
600
0
150
170

Some games, like Gauntlet II, are more flexible and allow you to compete or cooperate.

4-PLAYER DIRECTORY

CHAMPIONSHIP BOWLING
GAUNTLET II
KINGS OF THE BEACH
M.U.L.E.
NES PLAY ACTION FOOTBALL
A NIGHTMARE ON ELM STREET
NINTENDO WORLD CUP
SPOT: THE VIDEO GAME
SUPER OFF ROAD
SUPER SPIKE V'BALL
SWORDS & SERPENTS
TOP PLAYERS' TENNIS

With more on the way!


Ball on 4 1st QTR 9 : 33
2nd and G.
CHI 0 Time Out(3)
L.A. 0 Time Out(3)
G
10

Some of the best four-player games divide the players into teams of two. Both competition and teamwork are a big part of these titles. Examples include: NES Play Action Football, Magic Johnson's Fast Break, Super Spike V'Ball and Kings Of The Beach.

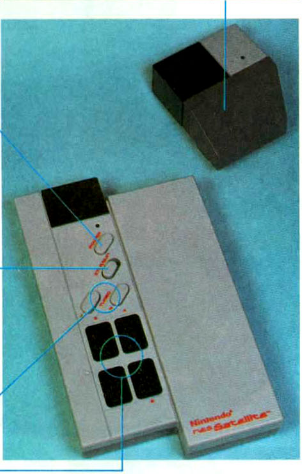
GET WITH IT!

NES SATELLITE™

The NES Satellite is the deluxe accessory for those wanting to partake in four-player fun. Not only does it allow you to play with up to four players, it also serves as a remote control that you can place up to 15 feet from your NES. You and your playing friends can enjoy the comfort of a chair across the room as you experience the fun of four player gaming. Freedom for each player to choose their own favorite controller is another NES Satellite bonus.

RECEIVER MODULE

The Receiver Module receives the controller signals from the Satellite and sends them to the NES. Be sure to keep a clear path between it and your Satellite.



POWER ON/OFF SWITCH

Hit it for four player power! Turn it off when switching controllers or when your playing session is over.

MODE SWITCH

The Satellite lets you choose your weapon, giving even the Zapper remote capability. Any controller carrying the Nintendo Quality Seal will work.

TURBO BUTTONS

This switch gives standard NES controllers turbo power. Turn off your controller's Turbo if you use this option.

CONTROLLER SOCKETS

Plug in your choice of controllers here! Any official NES licensed controller will work (except for the Power Pad).

FREEDOM OF CHOICE

The option to use any controller in a four-player game gives you a lot of flexibility. Everyone can feel comfortable using their own NES Max, NES Advantage or even the standard Control Pad. Any controller with the Seal Of Quality can be used. Try to make sure everyone has a controller they are familiar with.

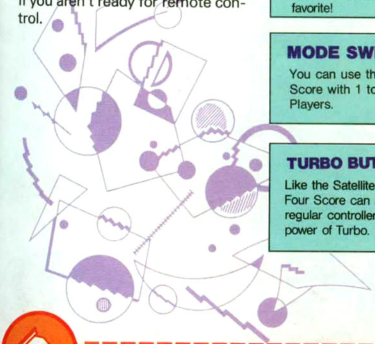
Controller Accessories For Your NES

NES Control Pad
NES Advantage
NES Max
Broderbund U'Force
Mattel Power Glove
Hudson Joycard
Sansui SSS
Nexoft Dominator
Suncom Mothership
Bandai Super
Bandai Mega
Hyper
Hyper Stick
Controllers
Beeshu Zinger
Zoomer
Beeshu Ultimate
Superstick
Jazz
Zipper
Gizmo

ACCESSORIZE!

NES FOUR SCORE™

The NES Four Score gives you the same play options as the Satellite, but without remote capability. The Four Score does not require batteries and is a less expensive option if you aren't ready for remote control.

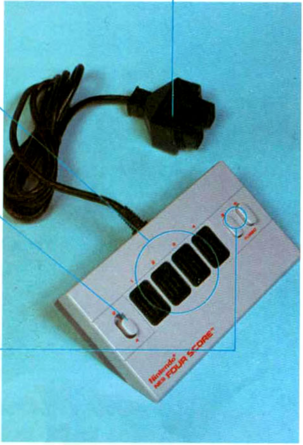


NES CONNECTOR
This cable transfers the signals from the Four Score to the NES.

CONTROLLER SOCKETS
Any controller can be plugged into the Four Score. Play with your favorite!

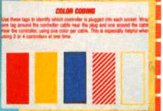
MODE SWITCH
You can use the Four Score with 1 to 4 Players.

TURBO BUTTONS
Like the Satellite, the NES Four Score can also give regular controllers the power of Turbo.



CUSTOMIZE YOUR CONTROLLERS!

The beauty of the four-player adapters is that they let you use your own controller. But imagine, if you will, plugging your favorite NES weapon, a tried and true Advantage, into a buddy's Four Score for a Super Spike V'Ball session. Then, during the heat of the action, you and your partner forget which player you're controlling and as you try to trace your cords to the Four Score sockets, "KABOOOM!!" You eat a super spike. If this scenario is familiar to you, use the set of stickers provided with the fourplayer accessories to color code your controller at each end of its cord (near the controller and the plug).



COLOR CODING

Use these tags to identify which controller is plugged into each socket. Wra
one tag around the controller cable near the plug and one around the cabl
near the controller, using one color per cable. This is especially helpful whe
using 3 or 4 controllers at one time.

With your controllers customized, you'll be able to tell at a glance which player you're controlling.

TM Nintendo of America Inc.

FIVE 4-PLAYER GAMING GROUND RULES FOR FUN

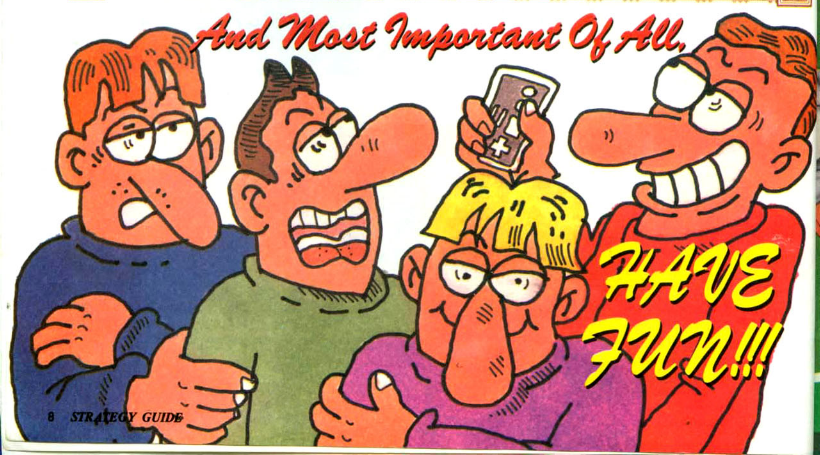
1. *Make sure everyone is comfortable and has an unobstructed view of the screen. Your four-player gaming sessions are likely to be four times as long as a regular gaming marathon.*

2. *If you're playing a game with teams, strategize plays with your teammate before the game begins. If all four of you are working together, talk over teamwork.*

3. *Continue communicating with your teammate or partners during play. Even the best laid plans may be foiled, so don't get frustrated with your teammate.*

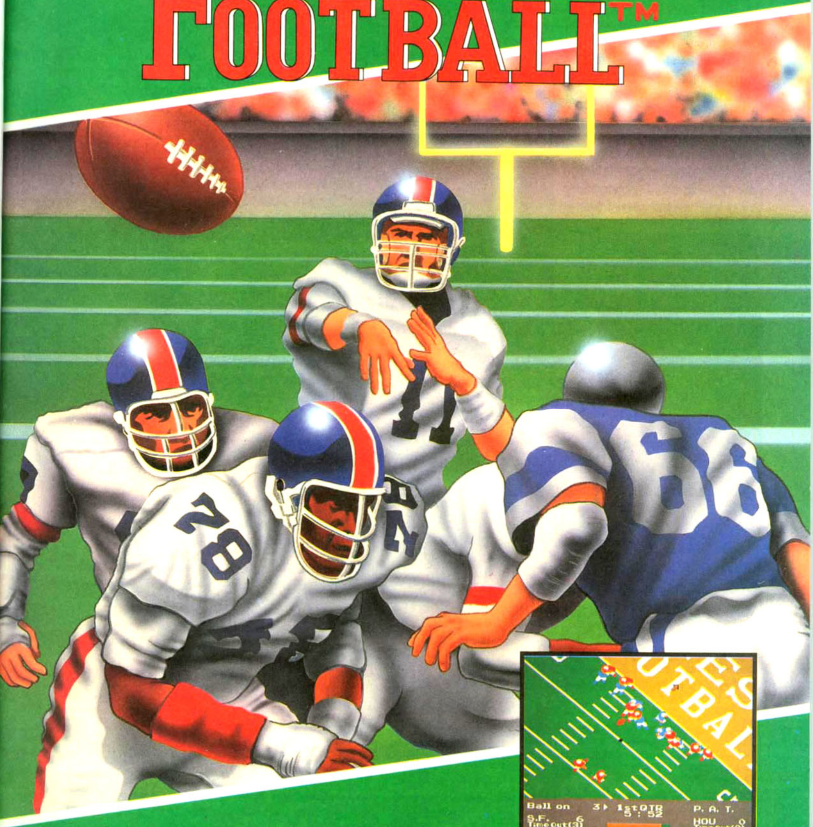
4. *Rotate team members every so often, especially if one team is dominating the other.*

5. *Make sure everyone understands the rules before you start a game. Play a few practice games before you start one that "counts."*


And Most Important Of All,
HAVE FUN!!!

4
FOUR PLAYER GAME

NES PLAY ACTION FOOTBALL™


11
78
66
Ball on
3▸ 1st QTR 5:52
P. A. T.
S.F. 6
Time out(3)
HOU 0
Time out(3)

NES Play Action Football TM&© 1990 Nintendo © National Football League Players Association

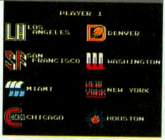
NES
PLAY ACTION
FOOTBALL™
LA
NEW YORK

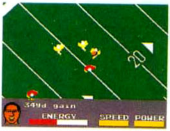
Playing With Power

The four-player option of NES Play Action Football is the most realistic football simulation for the NES. For one thing, you and your teammate have to work together like a real team. Second, you can fake out and intimidate your human opponents in ways that wouldn't fool a computer. On the other hand, they might do the same to you. Watch out! In the following pages you'll learn the strengths of every team, which players and plays to use for both you and your partner plus special tips to give you a big edge over your opponents. Full rosters and playbooks are given for every team, and their best plays are shown with arrows marking the passing routes and running lanes. Many of the play tips can be used for all the teams.

Teams & Rosters

The most important decision you have to make is choosing a team. Do you want to pass or run, or both? Offensive and defensive strengths are listed at the top of each team's description.


PLAYER 1
LA LOS ANGELES
DENVER
SF SAN FRANCISCO
WASHINGTON
MIAMI
NEW YORK NEW YORK
CHICAGO CHICAGO
HOUSTON


20
34yd gain
ENERGY
SPEED
POWER

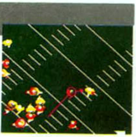
Knowing who to use on your team is also important. The best plays for the superstars of each team are outlined. To make full use of these plays, you'll need to keep your top players healthy.

Terminology

In the following pages you will encounter a number of specific terms relating to the plays. Below is a description of the most commonly used terms in this review of NES Play Action football.

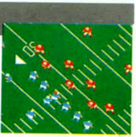
Switching

Push the A and B Buttons at the same time to 'switch' control to the player closest to the ball, either on offense or defense.

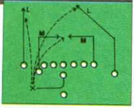


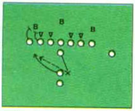
Line Of Scrimmage

The line of scrimmage is the yardline where the ball is placed at the end of one play until it is snapped at the beginning of the next play.



Plays & Sketches





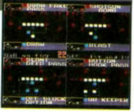
A full list of each team's plays is listed in the Playbook section. You'll find the best plays are indicated by a star. If a play is not described for your team, it may appear in the info for another team. The plays are the same no matter what team uses them, only the players are different. Use your best, healthiest players when you run the play. The plays are described and also diagrammed to show how the play is designed to be run. Player 1 (Red) is the QB, and Player 2 (Yellow) is your teammate, and black lines indicate blockers.

Blitzing

When Linebackers or Defensive Backs rush the QB, it is called a blitz. This play can backfire if you fail, as there will be open men downfield.

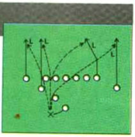
Options

Plays that allow the QB to keep the ball or pitch it to a Running Back are called 'options.' Wavy lines will indicate your option choices.


DRAW FAKE PASS
SHOTGUN BOMB
DRAW
BLAST
22
DEEP PASS
BUTTON HOOK PASS
OPT. BLOCK OPTION
QB KEEPER

Pass Route

Passes are thrown to specific parts of the field, except when a QB is tired. The path a Receiver takes to get there is called a "route."

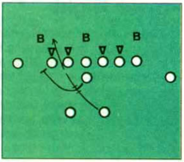


HOUSTON

Running Offense ★ Blitzing Defense

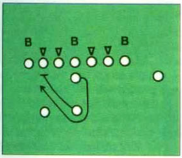
When you play with Houston, your road to glory is on the ground. Your partner will have a lot of running room when he controls Rozier, Houston's best running back. Of course, you'll have to get out front and block for him, and he should make use of open field running techniques. At QB is Moon, who has a strong arm. Hill at Wide Receiver and Mrosko, the Tight End, are true aerial threats. The defense is led by speedy Linebackers and two great Cornerbacks. Still, against the competition of the other teams, Houston is not one of the stronger squads.

Counter



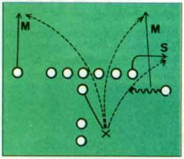
Highsmith is the default back on the Counter, but by using your substitution screen, shift Rozier to the right Tailback position. The Counter requires a quick hand-off to your teammate, then switch to block. As long as the other guys didn't call a stunt, the hole will be inside the left Offensive Tackle. If defenders are around, your partner should use the A Button to stiff-arm them out of the way.

QB Keeper



Moon is the perfect Quarterback for this play. Think of him as an extra Running Back, and a good one, too. The play is simple, just drop back as if you're going to throw a screen or run an option, then angle upfield toward the sideline, or up the middle if you faked out your opponents. It's your partner's job to make the fake work by running like crazy away from you so the other guys think he has the ball. While he's doing that, you'll sneak off in the opposite direction.

Rollout Pass



You'll notice that you have two Rollout Passes from which to choose. The play sketched with two medium distance pass routes is the best. The left option goes to Mrosko while the short center option goes to Hill, the fastest Receiver on the team. Both are good choices, but watch out for heavy traffic over the middle and a possible interception. The term Rollout means that you, as the QB, run toward the sideline. This gives you extra time for Receivers to get open.

★ HOUSTON Playbook ★

OFFENSE

Button Hook Pass
Lead Option •
Crossing Deep Pass •
Screen Pass •
Rollout Pass
Sweep •
Punt Fake
Punt
Play Action Pass
Dive •
Quick Pass
Power Off Tackle •
Deep Out Pass •
Counter •
Field Goal Fake
Field Goal

Slant Deep Pass •
Off Block Option •
Button Hook Pass
QB Keeper •
Rollout Pass
Pitch Out •
Rollout Pass
Reverse Option •

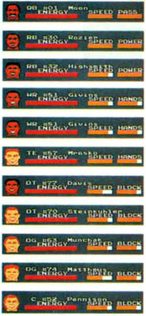
DEFENSE

Zone 4 Deep •
Blitz Man-to-Man
4 Man Rush Man-to-Man
Stunt 3 Deep
Pinch 2 Deep
Blitz Man-to-Man
Double Team WR
All Blitz Man-to-Man •
Slant 2 Deep
Blitz 2 Deep •
Zone 3 Deep
Stunt Man-to-Man
Lead Man-to-Man
Hot Blitz 3 Deep •
Zone No Deep
Hot Blitz Man-to-Man •

ROSTER

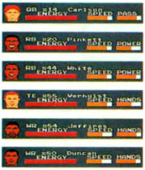
OFFENSE

Starting Line up



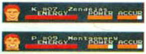
QB #01 Moon ENERGY SPEED PASS
RB #30 Rozier ENERGY SPEED POWER
RB #32 Highsmith ENERGY SPEED POWER
WR #51 Givins ENERGY SPEED HANDS
WR #51 Givins ENERGY SPEED HANDS
TE #57 Mrosko ENERGY SPEED HANDS
OT #77 Davis ENERGY SPEED BLOCK
OT #70 Steinkuhler ENERGY SPEED BLOCK
OG #63 Munchak ENERGY SPEED BLOCK
OG #74 Matthews ENERGY SPEED BLOCK
C #52 Pennison ENERGY SPEED BLOCK

Bench



QB #14 Carlson ENERGY SPEED PASS
RB #20 Pinkett ENERGY SPEED POWER
RB #44 White ENERGY SPEED POWER
TE #85 Verhulst ENERGY SPEED HANDS
WR #84 Jeffires ENERGY SPEED HANDS
WR #50 Duncan ENERGY SPEED HANDS

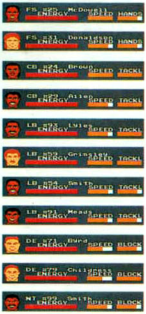
SPECIALISTS



K #07 Zendejas ENERGY POWER ACCUR
P #09 Montgomery ENERGY POWER ACCUR

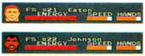
DEFENSE

Starting Line up



FS #25 McDowell ENERGY SPEED HANDS
FS #31 Donaldson ENERGY SPEED HANDS
CB #24 Brown ENERGY SPEED TACKL
CB #29 Allen ENERGY SPEED TACKL
LB #93 Lyles ENERGY SPEED TACKL
LB #59 Grimsley ENERGY SPEED TACKL
LB #54 Smith ENERGY SPEED TACKL
LB #91 Meads ENERGY SPEED TACKL
DE #71 Byrd ENERGY SPEED BLOCK
DE #79 Childress ENERGY SPEED BLOCK
NT #99 Smith ENERGY SPEED BLOCK

Bench



FS #21 Eaton ENERGY SPEED HANDS
FS #22 Johnson ENERGY SPEED HANDS

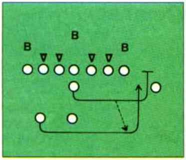
LOS ANGELES

Balanced Offense • Blitzing Defense

L.A. has a little bit of everything going for you. On offense, Everett the QB leads your passing attack, throwing to Ellard, Anderson and Johnson the Tight End. McGee, Bell and Delpino in the backfield provide a strong corps of Running Backs for your partner. Defensively, L.A.'s strength is in the speed of its Linebackers and an excellent pair of Cornerbacks in Hicks and Gray. The team shapes up as one of the top two in the game along with San Francisco, because you can run every play successfully; that is, if you and your partner practice.

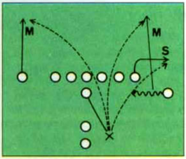
Power Right

The Power Right is simply a pitch out option from Everett (the QB) to the Running Back Bell. The key is to switch quickly from QB to a blocker out in front of your partner once he's got the ball. The more blocks you provide, the further he'll be able to run with the ball. After you've called this a few times, run the Power Right Opposite. You'll probably find the defense thinks you're going to run to the right. If they anticipate this, your partner may have an open field.



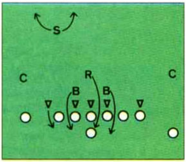
The Rollout Pass

Any of the long passes are good for L.A., but shorter routes such as those in the Rollout add an extra dimension. You shouldn't drop back very far when you take the snap. A couple steps and then throw is the rule, that way your partner will still be in the pattern making for the pass indicator arrow. Your teammate should choose either Anderson (the best Receiver) in the middle option, or Johnson for the right option. Also, as you roll out, look for running room of your own.



Hot Blitz 3 Deep

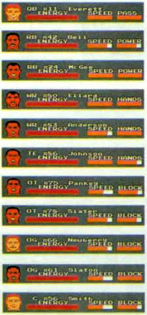
You'll soon discover that the best defensive formation in the game for all teams is the Hot Blitz 3 Deep. It's even better for teams like L.A. who have fast, blitzing Linebackers such as Kelm and Greene. Since both you and your buddy are close to the line, you'll be in good position either to blitz or drop back and cover the pass. The best idea is to split the job. One blitzes, the other drops back.



ROSTER

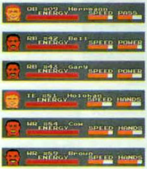
OFFENSE

Starting Line up



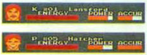
QB #11 Everett ENERGY SPEED PASS
RB #42 Bell ENERGY SPEED POWER
RB #24 McGee ENERGY SPEED POWER
WR #50 Ellard ENERGY SPEED HANDS
WR #83 Anderson ENERGY SPEED HANDS
TE #86 Johnson ENERGY SPEED HANDS
OT #75 Pankey ENERGY SPEED BLOCK
OT #78 Slater ENERGY SPEED BLOCK
OG #66 Newberry ENERGY SPEED BLOCK
OG #61 Slaton ENERGY SPEED BLOCK
C #56 Smith ENERGY SPEED BLOCK

Bench



QB #09 Herrmann ENERGY SPEED PASS
RB #42 Bell ENERGY SPEED POWER
RB #43 Gary ENERGY SPEED POWER
TE #81 Holohan ENERGY SPEED HANDS
WR #84 Cox ENERGY SPEED HANDS
WR #89 Brown ENERGY SPEED HANDS

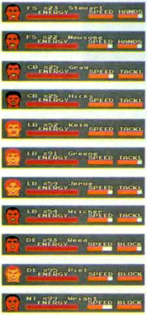
SPECIALISTS



K #01 Lansford ENERGY POWER ACCUR
P #05 Hatcher ENERGY POWER ACCUR

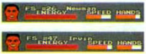
DEFENSE

Starting Line up



FS #23 Stewart ENERGY SPEED HANDS
FS #22 Newsome ENERGY SPEED HANDS
CB #25 Gray ENERGY SPEED TACKL
CB #28 Hicks ENERGY SPEED TACKL
LB #52 Kelm ENERGY SPEED TACKL
LB #91 Greene ENERGY SPEED TACKL
LB #59 Jerue ENERGY SPEED TACKL
LB #54 Wilcher ENERGY SPEED TACKL
DE #93 Reed ENERGY SPEED BLOCK
DE #95 Piel ENERGY SPEED BLOCK
NT #99 Wright ENERGY SPEED BLOCK

Bench



FS #26 Newman ENERGY SPEED HANDS
FS #47 Irvin ENERGY SPEED HANDS

L. A. Playbook

OFFENSE

- Button Hook Pass *
- Lead Option *
- Crossing Deep Pass *
- Screen Pass *
- Rollout Pass *
- Sweep *
- Punt Fake
- Punt
- Play Action Pass *
- Dive
- Quick Pass *
- Power Off Tackle *
- Deep Out Pass *
- Counter *
- Field Goal Fake
- Field Goal
- Slant Deep Pass *
- Off Block Option *
- Rollout Pass
- Pitch Out *
- Pass Play Action *
- Power Right *
- Sprintout Pass
- Power Sweep *

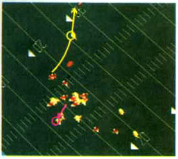
DEFENSE

- Zone 4 Deep *
- Blitz Man-to-Man *
- 4 Man Rush Man-to-Man
- Stunt 3 Deep
- Pinch 2 Deep
- Blitz Man-to-Man *
- Double Team WR
- All Blitz Man-to-Man *
- Slant 2 Deep
- Blitz 2 Deep *
- Zone 3 Deep
- Stunt Man-to-Man
- Lead Man-to-Man
- Hot Blitz 3 Deep *
- Zone No Deep
- Hot Blitz Man-to-Man *

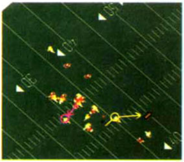
Los Angeles Power Plays

The Slant Deep Pass For Long Yardage

One of the best plays for L.A. is the Slant Deep Pass. Because your Receivers are spread all over the field, it is difficult for opponents to cover each pass route closely. There's another benefit, too. The pass indicator arrow can't be seen on deep routes to the left sideline until the screen scrolls after the pass is thrown. As a result, you know where the pass is headed, but the defensive guys haven't a clue. They'll have only a few seconds to switch to the closest defensive players to your receiver.



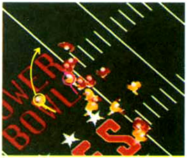
Your primary Receiver is Ellard, who takes the long route down the left sideline. Drop back four or five steps (count while pushing your controller) before releasing the ball. Also look for open Receivers other than the one controlled by your teammate. You control secondary Receivers once you've thrown the ball.



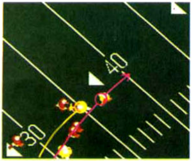
If you choose the short route, Anderson is the primary Receiver. This time only drop back two steps before throwing the ball. With a little practice, your partner should be able to catch the pass on the run. You'll switch, (push A and B at the same time) once the ball has been caught, to provide extra blocking for your teammate.

Clean Up Using The Power Sweep

You can't beat the Power Sweep for gaining consistent yardage for L.A. Your partner takes control of McGee at Running Back unless you've made a substitution. He can easily get 20 to 40 yards on a Power Sweep romp, even more with smart blocking from you. Also, with plays that run wide to the left, downfield defenders are off the screen. This means that the guys on defense can't see their own men or switch to them until you are well downfield. Remember this on pass plays when the left side is open. Keep the ball and run it yourself.



The ball is pitched back to your partner at Running back after the snap, allowing you to switch to a blocking position. Everett is fast enough to provide good blocking, but you should conserve his energy. To free yourself from a block, push the A Button and move your controller back and forth quickly at the same time.

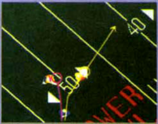


Your teammate follows your blocks as far as he can and should avoid using the A Button. Excessive use of the A Button will tire out the Running Back and make it more likely that he'll fumble the ball. When he is in the open field, he should use the running techniques outlined in the special tip box below.

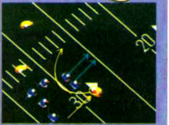
4 Player Extra Special Tips

Open Field Running Techniques

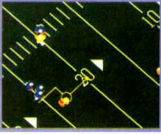
The best way to pick up big yardage on both running and pass plays is to know how to run once you have the ball. The first rule is to take it easy on the A Button. If you keep hitting the A Button to speed up your runner, his energy will quickly drain. Only use the A Button when a defender is almost on top of your runner. You can often run through defenders this way. Also, your partner should run close to your block, because your body acts like a pick for any pursuing defenders.



The second rule is to run a broken pattern. When a defender closes in, turn at a right angle away from him, run a few steps and watch the defender run past you, then turn upfield.



Player 1 provides blocking downfield. Run in front of the ball carrier and block defenders. Switch (push A and B) or wiggle the controller back and forth to break free of a block.



Player 2 can escape tackles by wiggling the controller left and right. Also, stop suddenly and let defenders run by, or loop behind them.

Roster

OFFENSE

Starting Lineup

Bench

SPECIALISTS

DEFENSE

Starting Lineup

Bench

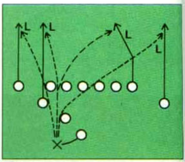
SAN FRANCISCO

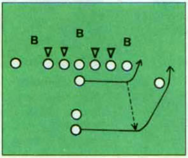
Balanced Offense • Balanced Defense

San Francisco is the best all-around team with strong offense for both your running and passing plays and an excellent defense that can blitz or cover passes. Montana at Quarterback throws the bomb to Wide Receivers, Wilson and Taylor, and the Tight End Jones. All have top speed and great hands. The Running Backs, Craig and Rathman, are both excellent. On defense, Lott and Brooks at Free Safety give your team an edge in pass coverage and blitzing. A big play can develop from almost any formation with this team, so don't limit your play calling.

Shotgun Bomb

This is probably the most devastating play (to opponents) in the game. Make sure that Montana and your primary Receiver, which can be any of the four starters, have fairly high levels of energy. Stay in the pocket unless there's a vicious rush. Give your teammate time to go deep; count to 3 or 4 for the middle routes, 4 or 5 for the outside routes. Once your partner has the ball, switch from Montana to a blocker.



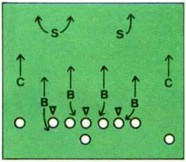


Lead Option

Both Montana and Craig are fast players, which means that they can outrun most of the Defensive Linemen and Linebackers on opposing teams. When you run the Lead Option, look for holes as you run laterally toward the sideline. If no holes appear, or a defender closes in, pitch the ball back to your partner. Switch to a blocker out in front. Always look to block the fastest defender who is closing in or the darker player, which is human controlled and therefore less predictable.

Zone 4 Deep

You can use the Zone 4 Deep in most situations, although it is primarily intended for close pass coverage. Lott and Brooks are set back from the line, but not so far back that you can't blitz them if the play is a run. If it is a pass, you and your partner can either drop back or blitz. Better yet, switch to the closest Linebacker to the ball. The Safeties, now computer controlled, will cover the pass closely and if a pass is thrown you can switch to them.



★ SAN FRANCISCO Playbook ★

OFFENSE

Button Hook Pass •
Lead Option •
Crossing Deep Pass •
Screen Pass •
Rollout Pass •
Sweep •
Punt Fake
Punt
Play Action Pass •
Dive
Quick Pass •
Power Off Tackle •
Deep Out Pass •
Counter •
Field Goal Fake
Field Goal

Draw Fake Pass •
Draw
Shotgun Bomb •
Blast
Slant Deep Pass •
Off Block Option •
Button Hook Pass •
QB Keeper •

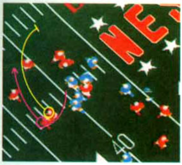
DEFENSE

Zone 4 Deep •
Blitz Man-to-Man
4 Man Rush Man-to-Man
Stunt 3 Deep
Pinch 2 Deep
Blitz Man-to-Man
Double Team WR
All Blitz Man-to-Man •
Slant 2 Deep
Blitz 2 Deep •
Zone 3 Deep
Stunt Man-to-Man
Lead Man-to-Man
Hot Blitz 3 Deep •
Zone No Deep
Hot Blitz Man-to-Man •

San Francisco Power Plays

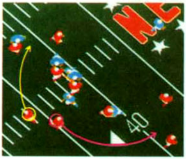
Mix It Up With The Quarterback Keeper

The Quarterback Keeper starts out looking like an option play or a screen pass, the result being that defenders may move to cut off the outside run. Of course, your goal is to run inside through a hole in the line, which is the beauty of this play. Your teammate can block or fake a run outside. If you get through the line and are suddenly surrounded by enemy jerseys, hit your B Buttton and dive ahead for another two or three yards. Remember this play at the goal line, but also keep in mind that it drains lots of energy from your QB.



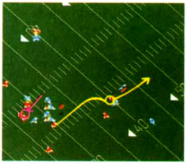
Take the snap and drop back to the position of the running back, as is shown in the diagram on your play selection chart. You can then proceed two ways. The first option is for your partner to run in front, blocking and opening up a hole in the line. He can switch to other blockers as you steamroll downfield.

The second option is trickier. When you drop back, the defense may think you've handed off to your teammate. They may go after him, especially if he pounds his A Button. If they do, quietly drift toward the sideline and run upfield as soon as you spot an opening. Chances are it won't work twice, however.



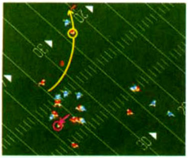
The Crossing Deep Pass For 1st Down

So you need 10 to 20 yards, pronto. Give the Crossing Deep Pass a shot. The Tight End crosses routes with the Wide Receiver, making the maneuver difficult for your opponents to cover, which means that your partner will probably be open. The tough part is learning the routes. If your teammate chooses the outside right Receiver, his route cuts toward the middle. The inside right Receiver runs to the sideline. If he's not open, don't force the pass. Throw to a secondary receiver, but let your partner know so he can block for you.



Take the snap from center and drop back to avoid any rush. Don't hold on to the ball for a long time; a count of 3 seconds should be enough for your partner to run his route. If he is controlling the Tight End, Jones, you should throw the ball to the right. Switch yourself out to tthe nearest blocker as soon as possible.

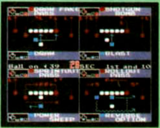
On the left side is Wilson, who runs a medium deep route, but since he's all alone, you don't have the benefit of two Receivers crossing and confusing the coverage. If your teammate chooses Taylor, who lines up inside on the right, he should push Up when selecting a Receiver.



4 Player Extra Special Tips

Calling Offensive Plays

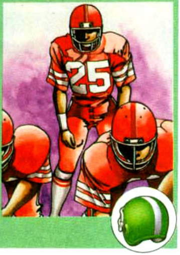
The offense has 30 seconds to call a play, but No Huddle Play Calling can give you a big advantage over the defensive duo. If you take only a second or two to select your play, the defense will have to call their defensive formation in the same amount of time. In other words, they'll have no time to think about their choice once they enter the defensive play selection screen. If you plan on calling plays without a huddle, let your partner know what plays you'll call ahead of time.



Use the flash cards to show the series of plays you want to run on upcoming downs, and don't call too many plays in advance, as your situation may change dramatically from one down to the next.

The defensive team is stuck with the Zone 4 Deep, or default formation, if they don't choose an alternative play in the short time you've given them to make a choice.

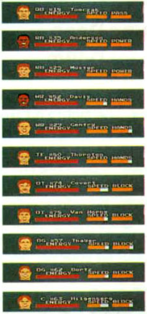
Ball on 35
1st QTR 13:21
2nd and 7
DEN Time out(3)
CHI Time out(3)



ROSTER

OFFENSE

Starting Lineup



QB #18 Tomczak ENERGY SPEED PASS

RB #35 Anderson ENERGY SPEED POWER

RB #25 Muster ENERGY SPEED POWER

WR #82 Davis ENERGY SPEED HANDS

WR #29 Gentry ENERGY SPEED HANDS

TE #80 Thornton ENERGY SPEED HANDS

OT #74 Covert ENERGY SPEED BLOCK

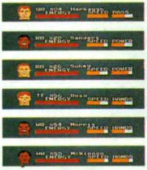
OT #78 Van Horne ENERGY SPEED BLOCK

OG #57 Thayer ENERGY SPEED BLOCK

OG #62 Bortz ENERGY SPEED BLOCK

C #63 Hilgenberg ENERGY SPEED BLOCK

Bench



QB #04 Harbaugh ENERGY SPEED PASS

RB #20 Sanders ENERGY SPEED POWER

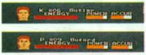
RB #26 Suhey ENERGY SPEED POWER

TE #86 Boso ENERGY SPEED HANDS

WR #84 Morris ENERGY SPEED HANDS

WR #85 McKinnon ENERGY SPEED HANDS

SPECIALISTS

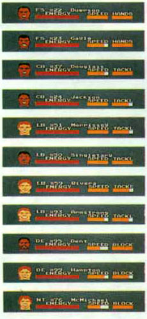


K #06 Butler ENERGY POWER ACCUR

P #09 Buford ENERGY POWER ACCUR

DEFENSE

Starting Lineup



FS #22 Duerson ENERGY SPEED HANDS

FS #23 Gayle ENERGY SPEED HANDS

CB #37 Douglass ENERGY SPEED TACKL

CB #24 Jackson ENERGY SPEED TACKL

LB #51 Morrissey ENERGY SPEED TACKL

LB #50 Singletary ENERGY SPEED TACKL

LB #59 Rivera ENERGY SPEED TACKL

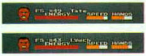
LB #93 Armstrong ENERGY SPEED TACKL

DE #95 Dent ENERGY SPEED BLOCK

DE #99 Hampton ENERGY SPEED BLOCK

NT #76 McMichael ENERGY SPEED BLOCK

Bench



FS #42 Tate ENERGY SPEED HANDS

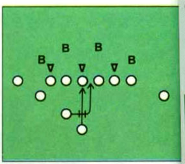
FS #43 Lynch ENERGY SPEED HANDS

CHICAGO

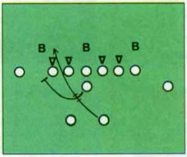
Running Offense • Balanced Defense

In the Windy City of Chicago there are more reasons to keep the ball on the ground than unpredictable gusts off the lake. Muster and Anderson are the primary reasons—both are super Running Backs. The offensive line is another reason. It's awesome, the best in the game. Unfortunately, the passing game leaves something to be desired. Defensively, Chicago has good pass coverage and an excellent front three in Dent, McMichael and Hampton. The Linebackers are also strong, giving you a very balanced defensive unit.

Draw



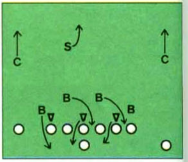
Tomczak is a strong Quarterback who, when paired with a strong Running Back such as Muster, can do some impressive running of his own. In the Draw, you'll take the snap from a shotgun formation. Now step forward and hand-off to your partner. You can also fake the hand-off and run it out yourself. The offensive line opens a hole up the middle, so look there first. If there is no hole, run laterally toward the sideline, looking for a hole or to go around the end.



Counter

Muster is the default back on this play, but you can substitute other backs if his energy is low. Take one step back before handing the ball to your teammate. He should angle toward the line, looking for a hole over the Left Guard. When he hits the line, he should use the A Button to throw off any defenders. From QB, you switch to the nearest blocker to give your partner as much running room as possible. Keep switching to blockers further downfield as the play progresses.

Stunt 3 Deep



The Stunt 3 Deep accomplishes a couple things very well. First, the stunting at the line should allow penetration by Singletary. If you or your partner switch to him quickly, you'll probably get a sack. Secondly, with three defensive backs covering the Receivers, you don't get caught off guard if Singletary misses. Split the duties so that one of you blitzes while the other drops back. When tackling, try to run straight through the ball carrier and be wary of diving.

CHICAGO Playbook

OFFENSE

- Button Hook Pass*
- Lead Option *
- Crossing Deep Pass
- Screen Pass *
- Rollout Pass
- Sweep *
- Punt Fake
- Punt
- Play Action Pass
- Dive *
- Quick Pass
- Power Off Tackle *
- Deep Out Pass *
- Counter *
- Field Goal Fake
- Field Goal
- Draw Fake Pass *
- Draw *
- Sprintout Pass
- Power Sweep *
- Pass Play Action *
- Rollout Pass
- Reverse Option *

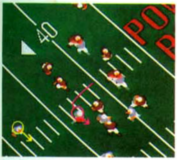
DEFENSE

- Zone 4 Deep
- Blitz Man-to-Man *
- 4 Man Rush Man-to-Man *
- Stunt 3 Deep *
- Pinch 2 Deep
- Blitz Man-to-Man *
- Double Team WR
- All Blitz Man-to-Man *
- Slant 2 Deep
- Blitz 2 Deep
- Zone 3 Deep
- Stunt Man-to-Man *
- Lead Man-to-Man
- Hot Blitz 3 Deep *
- Zone No Deep
- Hot Blitz Man-to-Man *

Chicago Power Plays

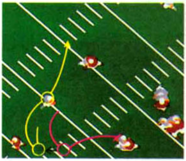
The Reverse Option Takes Timing

Running left then running right gets predictable after a while, so you'll want to mix things up a bit. One play that accomplishes this is the Reverse Option. It is also one of the most difficult plays in the game to run successfully, because it requires precise timing and team work. Practice it with your partner before the game. During the game, you'll probably want to use it after running several plays to the right. When the other guys see you're running right, they'll be suckered away from the left where your partner takes the reverse.



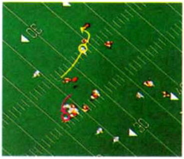
After you take the snap, drop back two steps before heading toward the right sideline. Chances are a Defensive End will have come around the Tight End. Wait until the last possible moment before pushing the B Button to throw the ball to your partner, who should be running parallel to you a few steps back.

Once he has the ball, your teammate should head back to the left. He can go around the end or up the middle depending on where there's daylight. Your job is to switch to the closest offensive teammate to provide blocking. Unless you've made substitutions, the Running Back who gets the reverse is Anderson, who runs hard and fast.



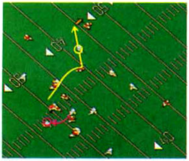
Pass Play Action Spices Up The Game

Don't think that Chicago can't execute pass plays. In fact, the pass is a good weapon, because the guys on defense won't be as worried about your passing game as your running game. Tomczak is as good as any starting Quarterback and his Receivers are able to catch the ball. Davis, number 82, has the best hands on the team, making him your partner's choice on the Pass Play Action. His route is on the left side, a simple down and out pattern about 12 yards beyond the line of scrimmage. Use it now and then to hold off the blitz.



You should drop back and count to two or three before throwing. At Receiver, your partner runs ten yards and breaks left toward the sideline. There may be defensive players all around him. If so, it might be wise to choose one of the deeper Receivers as a fall back. The short pattern over the middle is too easily intercepted.

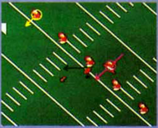
On the Pass Play Action, your teammate can alter his route to confuse the defense. A quick move to the inside, then back out again might break him into the open. Remember that the timing will be different, however. You'll have to drop back further, allowing him to get back into the set pattern.



4 Player Extra Special Tips

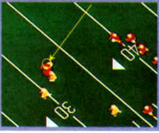
The On-side Kick

The On-side Kick is never easy to execute successfully, which is why you don't often see it. But it can be done, in NES Play Action Football as it is in the NFL. First you'll have to stop the kick direction arrow when it is furthest to the left, then push your A Button when the kick power meter is at about its lowest point. You don't need the lowest setting or the point furthest to the left, but the closer you get the faster your partner can get to the ball.



Once kicked, the ball heads toward the sideline and hits at about the 35 yardline. After the kick, Player 2 switches until he controls the player closest to the sideline.

Now your partner hammers on the A Button. He doesn't need to worry about draining the player, he just has to get to the ball and dive the last few yards if need be.

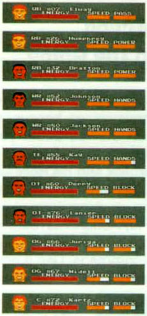


Against the computer, you can recover maybe one in four on-side kicks. But human opponents, won't be fooled twice.

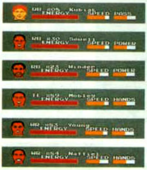
ROSTER

OFFENSE

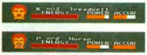
Starting Lineup


QB #07 Elway ENERGY SPEED PASS
RB #26 Humphrey ENERGY SPEED POWER
RB #32 Bratton ENERGY SPEED POWER
WR #82 Johnson ENERGY SPEED HANDS
WR #80 Jackson ENERGY SPEED HANDS
TE #88 Kay ENERGY SPEED HANDS
OT #60 Perry ENERGY SPEED BLOCK
OT #76 Lanier ENERGY SPEED BLOCK
OG #66 Juriga ENERGY SPEED BLOCK
OG #67 Widell ENERGY SPEED BLOCK
C #72 Kartz ENERGY SPEED BLOCK

Bench

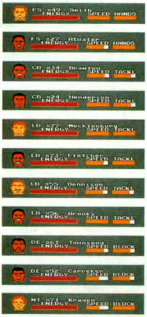

QB #08 Kubiak ENERGY SPEED PASS
RB #30 Sewell ENERGY SPEED POWER
RB #23 Winder ENERGY SPEED POWER
TE #89 Mobley ENERGY SPEED HANDS
WR #83 Young ENERGY SPEED HANDS
WR #84 Nattiel ENERGY SPEED HANDS

SPECIALISTS

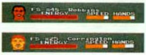

K #03 Treadwell ENERGY POWER ACCUR
P #02 Horan ENERGY POWER ACCUR

DEFENSE

Starting Lineup


FS #49 Smith ENERGY SPEED HANDS
FS #27 Atwater ENERGY SPEED HANDS
CB #34 Braxton ENERGY SPEED TACKL
CB #24 Henderson ENERGY SPEED TACKL
LB #77 Mecklenburg ENERGY SPEED TACKL
LB #73 Fletcher ENERGY SPEED TACKL
LB #55 Dennison ENERGY SPEED TACKL
LB #56 Brooks ENERGY SPEED TACKL
DE #61 Townsend ENERGY SPEED BLOCK
DE #92 Carreker ENERGY SPEED BLOCK
NT #71 Kragen ENERGY SPEED BLOCK

Bench


FS #45 Robbins ENERGY SPEED HANDS
FS #25 Corrington ENERGY SPEED HANDS

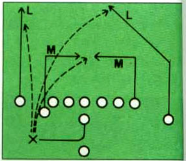
DENVER

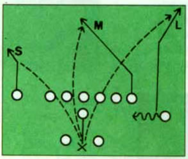
Passing Offense ★ Blitzing Defense

Denver's great offensive strength is in the passing arm of Elway and the hands of Wide Receivers Jackson and Johnson. Also look to a strong running game with Humphrey and Brattan to mix up your play calling. On the defensive side, fast Linebackers led by Mecklenberg provide a strong pass rush, while hard-hitting Safeties Atwater and Smith give you sound deep pass coverage. Like L.A., San Francisco and Washington, Denver is a threat no matter what play you choose. For hints on plays not listed specifically for Denver, see the other team descriptions.

Sprintout Pass

The key to this play is giving your Receivers enough time to complete their routes. Controlling Elway at QB, you'll drop back or sprint to the side for a count of 4 or 5. Sprint toward your intended Receiver, using the A Button to evade the blitz; this way you won't have to throw back across the coverage. Your teammate controls either Kay on the right or Johnson on the left. Forget the middle, as throwing there gives your opponents a good chance at an interception.



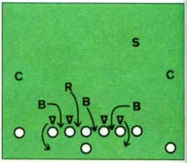


Deep Out Pass

Johnson's route on the left takes him about 13 yards deep, and right on the sideline. Give your partner time to run the pattern by dropping back a long way. Jackson, on the right side, cuts toward the sideline. Kay runs the middle route, only 15 yards deep and your set up should be quick if your teammate chooses that route. Because you're dropping so far back, this is a good play for your partner to dazzle the defense with a little fancy running before the pass.

All Blitz Man-to-Man

On a goal line stand or other critical short yardage down, make use of Denver's Linebackers by calling the All Blitz Man-to-Man or Zone No Deep. Both you and your teammate line up close behind the Linebackers. Switch to a blitzing Linebacker like Mecklenberg if he breaks through the line. Use turbo on your A Button if you have it, in order to bull through the pass blockers. As always, it's best if either you or your teammate stay back to protect against the pass.



★ DENVER Playbook ★

OFFENSE

- Button Hook Pass •
- Lead Option •
- Crossing Deep Pass •
- Screen Pass •
- Rollout Pass •
- Sweep •
- Punt Fake
- Punt
- Play Action Pass •
- Dive
- Quick Pass •
- Power Off Tackle •
- Deep Out Pass •
- Counter •
- Field Goal Fake
- Field Goal
- Draw Fake Pass •
- Draw •
- Sprintout Pass •
- Power Sweep •
- Shotgun Bomb •
- Blast •
- Rollout Pass •
- Reverse Option

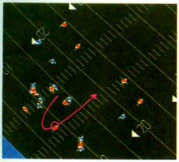
DEFENSE

- Zone 4 Deep •
- Blitz Man-to-Man
- 4 Man Rush Man-to-Man
- Stunt 3 Deep
- Pinch 2 Deep •
- Blitz Man-to-Man
- Double Team WR
- All Blitz Man-to-Man •
- Slant 2 Deep
- Blitz 2 Deep •
- Zone 3 Deep
- Stunt Man-to-Man
- Lead Man-to-Man
- Hot Blitz 3 Deep •
- Zone No Deep •
- Hot Blitz Man-to-Man •

Denver Power Plays

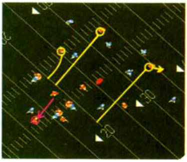
The Draw Fake Pass Goes Long

With Denver there's always the temptation to throw the bomb. The Shotgun Bomb is the obvious choice, but the Draw Fake Pass, which also uses the shotgun formation, is just as good. On any pass play it's your job to choose the open Receiver. Don't force a pass to your partner. Since secondary Receivers are controlled by Player 1, your partner should switch and block if the pass is elsewhere. Of course, if you constantly pass to yourself, your teammate might get angry. Don't hog the ball, and always tell your partner if you plan to alter a play.



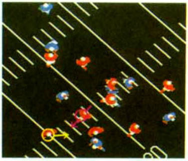
Drop back once you take the snap, because all four pass routes are deep. At this point, look at the defense. Cornerbacks often drop back 20 yards or so to cover deep pass routes. If you drift to the side and see an open field, or your defensive opponents are deep in the secondary, run straight ahead like crazy!

The middle route belongs to Kay and is probably the easiest. Johnson is on the left and Jackson on the right. Your partner should watch how long you scramble. If it is more than a count of 5, he may have to adjust his route. Also, keep in mind that if a QB is tired, the ball will not be thrown as far downfield.



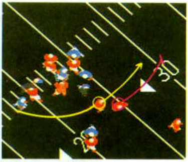
No One Expects The Power Off Tackle

After being burned by the long bomb, your opponents aren't likely to be thinking run. This is a good time to hit them with the Power Off Tackle (or the Counter, which is run the opposite way) and remind them that you have excellent Running Backs in the backfield. Another good time to use this play is when your QBs are both low on energy and you don't want to risk a pass. If you run the Power Off Tackle Opposite, you'll gain the advantage of running where your opponents can't see their players until you're well into their territory.



Your first order of business is to take two steps back and give the ball to your teammate. If you don't, you'll have to run the ball. Your partner should switch to a Lineman immediately to provide blocking if you keep the ball. Look for any opening in the line and use your B Button to dive ahead for extra yards.

When your partner has the ball, he should angle just inside the Right Offensive Tackle. He might also want to hesitate a step to allow you to switch and get in front of him to throw some blocks. If the hole is narrow, he should tap his A Button a few times for extra power. If he breaks through, you should switch and block.

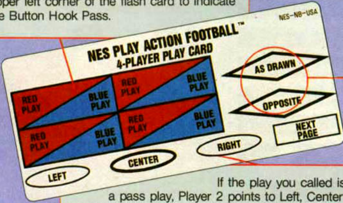


4 Player Extra Special Tips

Make Use Of The Flash Cards

NES Play Action Football comes with a handy set of flash cards intended for use in four player game situations. The idea is to allow teammates to communicate which plays and options will be called, without giving anything away to the opposing team. Use the flash cards when the play option screen is up. Point to the blue or red indicator on the flash card that corresponds to the position of the play on the screen. Make sure your partner acknowledges the chosen play.

For example, when the offensive play selection screen is up, point to the red triangle at the upper left corner of the flash card to indicate the Button Hook Pass.



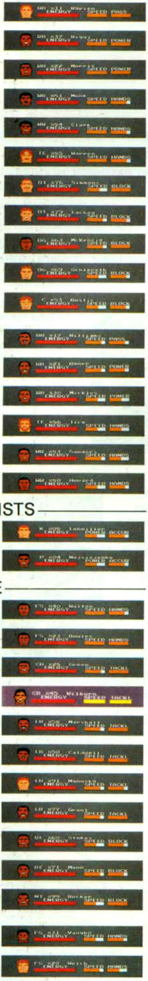
Running plays opposite to the direction they're drawn is a great idea. Defenders get used to you running a play one way. Surprise them by choosing Opposite.

If the play you called is a pass play, Player 2 points to Left, Center or Right to show his route. Next is a neat way to fool opponents who watch where you point.

ROSTER

OFFENSE

Starting Lineup



QB #11 Rypien ENERGY SPEED PASS
RB #37 Riggs ENERGY SPEED POWER
RB #22 Morris ENERGY SPEED POWER
WR #81 Monk ENERGY SPEED HANDS
WR #84 Clark ENERGY SPEED HANDS
TE #85 Warren ENERGY SPEED HANDS
OT #76 Simmons ENERGY SPEED BLOCK
OT #72 Lachey ENERGY SPEED BLOCK
OG #63 McKenzie ENERGY SPEED BLOCK
OG #69 Schlereth ENERGY SPEED BLOCK
C #53 Bostic ENERGY SPEED BLOCK

Bench

QB #17 Williams ENERGY SPEED PASS
RB #21 Byner ENERGY SPEED POWER
RB #30 Mitchell ENERGY SPEED POWER
TE #86 Tice ENERGY SPEED HANDS
WR #83 Sanders ENERGY SPEED HANDS
WR #80 Howard ENERGY SPEED HANDS

SPECIALISTS

K #8 Lohmiller ENERGY POWER ACCUR
P #4 Mojsiejenko ENERGY POWER ACCUR

DEFENSE

Starting Lineup

FS #40 Walton ENERGY SPEED HANDS
SS #23 Bowles ENERGY SPEED HANDS
CB #28 Green ENERGY SPEED TACKL
CB #45 Wilburn ENERGY SPEED TACKL
LB #58 Marshall ENERGY SPEED TACKL
LB #50 Caldwell ENERGY SPEED TACKL
LB #91 Manusky ENERGY SPEED TACKL
LB #77 Grant ENERGY SPEED TACKL
DE #60 Stokes ENERGY SPEED BLOCK
DE #71 Mann ENERGY SPEED BLOCK
NT #99 Rocker ENERGY SPEED BLOCK

Bench

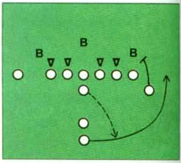
FS #31 Vaughn ENERGY SPEED HANDS
FS #20 Welch ENERGY SPEED HANDS

WASHINGTON

Running Offense ★ Balanced Defense

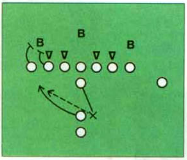
Washington is a powerhouse on running plays with both Riggs and Morris in the backfield for your partner to choose from. When you add to them the potential of Rypien and Williams as runners, plus Byner on the backfield bench, there's no question that you'll be able to move the ball on the ground with this team. On the other hand, don't discount the passing game. Monk, Clark and Warren can all snag a ball. On the Defensive side, Washington boasts an excellent Linebacker corps and secondary. When calling plays, you can really mix it up.

Sweep



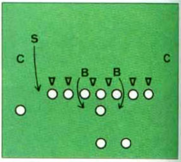
Riggs is your man on the Sweep and, although it isn't a specialty play, it is incredibly effective, especially when you switch to block downfield for Riggs. The snap goes all the way back to your partner, getting the play off to a quick start. Even better is the Sweep when run in the opposite direction. The defensive team members can't see their defenders on the left side of the field until Riggs is well downfield. This gives you time to get out in front of your teammate.

Screen Pass



Like the Sweep noted above, this is a simple but effective play. As Rypien, the QB, you'll be throwing to Morris, who is just as strong as Riggs. At the snap, take two steps back. Make sure no blitzing Safety or Linebacker has crashed through the line before throwing the screen. Pass if the coast is clear. Your partner should run outside while you switch to a nearby blocker. You can also keep the ball if you have room to run. Look up the middle for some daylight.

Hot Blitz Man-to-Man



Call the Hot Blitz Man-to-Man on short yardage or when you suspect a pass. Everyone is close to the line of scrimmage, which means you and your partner don't have to blitz from deep in the secondary. At the snap, one of you should blitz using his A Button or switch to Caldwell if he penetrates the line. The other should watch for a Quick Pass or Dive so the opposition doesn't burn you while you blitz. This is a good formation for goal-line stands.

★ WASHINGTON Playbook ★

OFFENSE

- Button Hook Pass
- Lead Option *
- Crossing Deep Pass *
- Screen Pass *
- Rollout Pass
- Sweep *
- Punt Fake
- Punt
- Play Action Pass
- Dive *
- Quick Pass
- Power Off Tackle *
- Deep Out Pass *
- Counter *
- Field Goal Fake
- Field Goal
- Shotgun Bomb *
- Blast *
- Pass Play Action
- Power Right *
- Slant Deep Pass *
- Off Block Option *
- Rollout Pass
- Reverse Option *

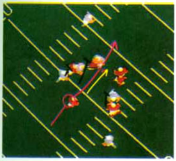
DEFENSE

- Zone 4 Deep
- Blitz Man-to-Man *
- 4 Man Rush Man-to-Man
- Stunt 3 Deep *
- Pinch 2 Deep
- Blitz Man-to-Man *
- Double Team WR
- All Blitz Man-to-Man *
- Slant 2 Deep
- Blitz 2 Deep
- Zone 3 Deep
- Stunt Man-to-Man *
- Lead Man-to-Man
- Hot Blitz 3 Deep *
- Zone No Deep
- Hot Blitz Man-to-Man *

Washington Power Plays

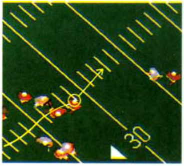
The Blast And The Dive

The Blast and Dive may look like the simplest of plays, but to run them successfully requires skill and quickness, not to mention coordination between teammates. The most effective time to use either is when the defense is in deep pass coverage, but with good blocking they can be powerful goal line plays that punch the ball in for a score. On both, the ball carrier should push the B Button to dive for extra yards if he is about to be tackled. By doing this, you can turn a no-gainer into a respectable four yard advance.



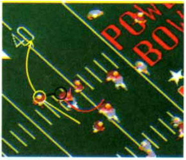
The most important consideration in calling the Blast is that your Quarterback must be near full power. This is vital because you will take the ball in a shotgun formation. That means you'll have to run five yards just to reach the line of scrimmage. With this in mind, the Blast is a good play for first downs.

Once your partner gets the hand-off on the Dive, he'll have to search for a hole. He should look inside the Left Tackle and Guard. Sometimes there will be no Defensive Lineman over the Center, and then he can bust straight up the middle. As Player 1, you should switch to a lineman and block after the hand-off.



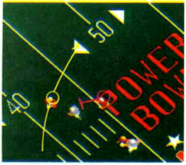
Off–Block Option

The Off-Block Option is your best option play and a real ace in the hole. Played correctly, which means that you pitch the ball to your teammate at the last possible moment, at which time you become a blocker, you can pick up anything from 5 yards to a 90 yard touchdown. It's that good! Of course, the better your partner's open field running, the better your chances of making a quick score. You'll have the best success when it is played to the left side when your opponents are in a pass coverage formation. Surprise them on third and long!



Taking the snap, you step back then head for the left sideline. Your teammate runs parallel to you deeper in the backfield. There will probably be a Defensive End closing in by the time you reach the Left Tackle. When he's just in front of you, that's the moment you pitch the ball out to your teammate.

Now with the ball, your partner dodges around the Defensive End, whom you should be blocking, then heads straight upfield if it's open. If the defensive team has spotted him, he should angle toward the left sideline. Watch your partner's moves closely and switch to the nearest blocker if he shifts direction.



4 Player Extra Special Tips

Communicating & Signaling

Teamwork depends on good communication between you and your partner. Before the game begins, work out some calls that let your teammate know when you're going to blitz, switch, cut, drop back, or when you need blocking help. You can just call out "Blitz", of course, but that's a pretty good hint for the opposing QB to throw the ball. Code words are better, and they add to the fun. Don't be shy, extra noise helps distract the other team just like the Wave in a domed stadium.

On defense, it's always a good idea to call out the direction of a pass once it's thrown, just in case your partner hasn't seen where the pass is going.

It's also important to signal directions. On running plays, Player 2 will want to let you know if he sees a hole and changes direction. The same is true if you pass to a secondary Receiver.

NEW YORK

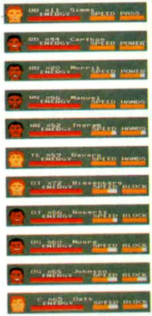
Passing Offense ★ Blitzing Defense

New York has good running, good passing and great defense—just about all you could ask for in a team. Although there are many excellent players you'll make use of, Simms, Bavaro and Taylor are the standouts that shape the team. On offense, short passes from Simms to Bavaro give New York a radically different look than most passing teams such as Denver and Miami. On defense, the Linebackers led by Taylor keep constant pressure on opposing Quarterbacks. Switching to blitzing defenders is therefore highly recommended.

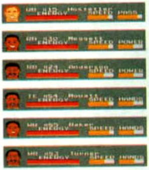
ROSTER

OFFENSE

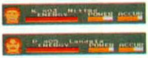
Starting Line up



Bench

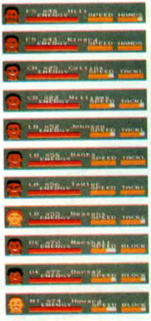


SPECIALISTS

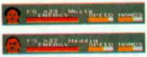


DEFENSE

Starting Line up

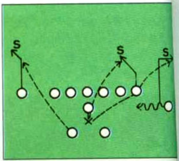


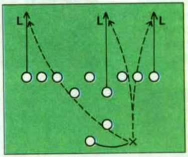
Bench



Quick Pass

With your teammate using Bavaro you'll want to try short passes like the Quick Pass. When you control Simms at QB, you'll have to keep an eye open for possible interceptions over the middle. The decision to throw has to be made quickly, though, or your partner will be out of position. Two steps back and throw! Once your teammate has the ball in the middle, he'll turn upfield. You should switch to block for him as your opponents are likely to have men in the area.



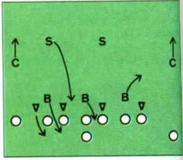


Punt Fake

Simms is not limited to short passes by any means. On the Punt Fake you have three good Receivers running deep patterns. Manuel, the best New York wide Receiver, runs the middle route and is your intended Receiver. Since you're starting in what is really a shotgun formation, you can wait for a count of 4 or 5 before throwing. That should give your teammate all the time he needs to get open. Don't count on too big a surprise, though. On a real punt there is a kicking arrow.

Blitz 2 Deep

The Blitz 2 Deep is particularly effective due to the speed of your Linebackers. Both you and your partner are positioned well off the line, so you can see the play unfold then switch to blitzing Linebackers if any break through the line, which is likely. On passing plays, it's always a good idea to have Player 1 switch while Player 2 stays back to cover the pass. Or vice versa. Also, if the play goes to the left, remember that your men are off the screen. Switch early!



★ NEW YORK Playbook ★

OFFENSE

Button Hook Pass •
Lead Option •
Crossing Deep Pass •
Screen Pass
Rollout Pass
Sweep
Punt Fake
Punt
Play Action Pass
Dive
Quick Pass •
Power Off Tackle •
Deep Out Pass •
Counter •
Field Goal Fake
Field Goal

Draw Fake Pass
Draw
Rollout Pass
Pitch Out •
Pass Play Action •
Power Right •
Sprintout Pass •
Power Sweep •

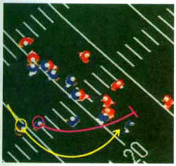
DEFENSE

Zone 4 Deep •
Blitz Man-to-Man •
4 Man Rush Man-to-Man
Stunt 3 Deep •
Pinch 2 Deep
Blitz Man-to-Man •
Double Team WR
All Blitz Man-to-Man •
Slant 2 Deep
Blitz 2 Deep •
Zone 3 Deep
Stunt Man-to-Man •
Lead Man-to-Man
Hot Blitz 3 Deep •
Zone No Deep
Hot Blitz Man-to-Man •

New York Power Plays

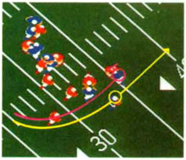
The Pitch Out Is Simple And Potent

The Pitch Out is basically a sweep play with super blocking. The reason for this is that your teammate sets up as a Fullback with a Halfback running interference for him all the way. On short yardage downs, or even on first down, you can pick up a lot of real estate with Carthon bulldozing down the field. It's also a simple play that you and your partner won't have to practice ahead of time. You can further confuse the opposing players by substituting a fresh Receiver before the play. They may well choose a pass defense and be out of position.



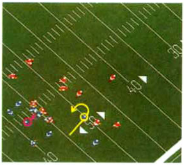
As the QB, your only job, aside from calling for the snap, is to switch to the blocking Halfback and pick up any nearby defensive players. You won't have to worry about a hand-off because the ball is automatically snapped to your partner. Once it is in his hands, he should start hoofing it toward the right.

Past the line of scrimmage, your partner should start using open field running techniques, such as using his blockers as picks and running away from defenders at a right angle. For your part, stay with a block only long enough to allow your partner to run by, then break free or switch to a blocker further upfield.



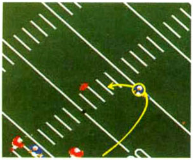
Button Hook Is A Bavaro Showcase

The great thing about the Button Hook Pass is that it is a short pass, but not as likely to be intercepted as the Quick Pass. Bavaro, from the middle position at Tight End, is the primary Receiver. Manuel, on the left side, is your option, and a good one. Your partner may choose to go with Manuel because there is less traffic near the sideline, which means the pass is easier to catch and, once caught, easier to gain extra yards. The Button Hook is a good play for second down and short when you have nothing to lose.



You must drop back quickly, though not too deep, and throw the pass right away, because all the routes are fairly short. The name Button Hook refers to the fact that the Receiver will come back toward the QB to catch the ball. It's safer than the Quick Pass because the Receiver is in front of the defender.

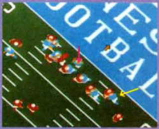
If your teammate chooses Bavaro's middle route, he'll run straight out then take a few steps back to catch the ball. There will probably be defenders around, so you'll have to dodge quickly to avoid being tackled. Luckily Bavaro has good speed. On the outside, Manuel may be in single coverage and able to catch it on the run.



4 Player Extra Special Tips

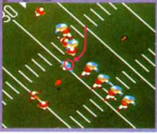
Defensive Strategies

Turnovers are not always the result of flukes or bad luck. You can make them happen. To intercept or deflect a pass requires that you remember two things. First, play the Receiver close, but keep to the inside and just slightly behind him. When the pass is overhead, let go of the directional control and push the B Button. You'll leap straight up for the interception or deflection, which is almost as good. Your opponent will also think twice before putting the ball in the air again.



On field goal and P.A.T. attempts, you can deflect a kick or block it. From your positions, just behind the line, rush in at an angle using your A Button. Just before the kick, push B to dive.

Another kick blocking strategy is to use Turbo powered switching to pick up whichever penetrates the line quickly, then try to block the kick by diving or leaping up.

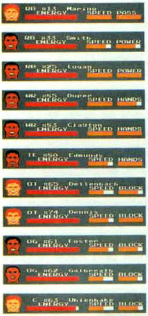


A basic strategy for all downs is to have one of the partners blitz while the other covers the pass. If you alter the plan, let your teammate know.

ROSTER

OFFENSE

Starting Line up



QB #13 Marino ENERGY SPEED PASS

RB #33 Smith ENERGY SPEED POWER

RB #25 Logan ENERGY SPEED POWER

WR #85 Duper ENERGY SPEED HANDS

WR #83 Clayton ENERGY SPEED HANDS

TE #80 Edmunds ENERGY SPEED HANDS

OT #65 Dellenbach ENERGY SPEED BLOCK

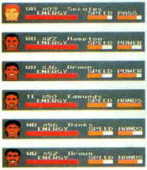
OT #74 Dennis ENERGY SPEED BLOCK

OG #61 Foster ENERGY SPEED BLOCK

OG #62 Galbreath ENERGY SPEED BLOCK

C #63 Uhlenhake ENERGY SPEED BLOCK

Bench



QB #09 Secules ENERGY SPEED PASS

RB #27 Hampton ENERGY SPEED POWER

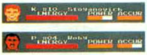
RB #46 Brown ENERGY SPEED POWER

TE #80 Edmunds ENERGY SPEED HANDS

WR #86 Banks ENERGY SPEED HANDS

WR #82 Brown ENERGY SPEED HANDS

SPECIALISTS

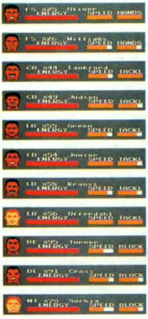


K #10 Stoyanovich ENERGY POWER ACCUR

P #04 Roby ENERGY POWER ACCUR

DEFENSE

Starting Line up



FS #25 Oliver ENERGY SPEED HANDS

FS #26 Williams ENERGY SPEED HANDS

CB #44 Lankford ENERGY SPEED TACKL

CB #49 Judson ENERGY SPEED TACKL

LB #55 Green ENERGY SPEED TACKL

LB #54 Junior ENERGY SPEED TACKL

LB #58 Krauss ENERGY SPEED TACKL

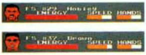
LB #56 Offerdahl ENERGY SPEED TACKL

DE #75 Turner ENERGY SPEED BLOCK

DE #91 Cross ENERGY SPEED BLOCK

NT #70 Sochia ENERGY SPEED BLOCK

Bench



FS #29 Hobley ENERGY SPEED HANDS

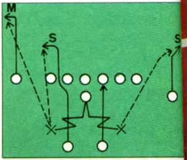
FS #37 Brown ENERGY SPEED HANDS

MIAMI

Running Offense ★ Blitzing Defense

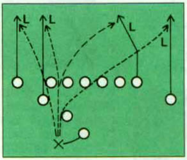
If you choose Miami, you choose a team that's as home in the air as 747, and with about the same long distance range. This team was mad to pass. Marino to Clayton, Duper and the Tight End, Edmunds is th focus of your offense. But Logan at Running Back can steal some of th attention when he suddenly sweeps out of the backfield or takes a scree pass. On the defensive side of the field you have two fine Cornerback helping out the Free Safeties Oliver and Williams. But, like Houston, th Miami team is one of the weakest overall.

Play Action Pass



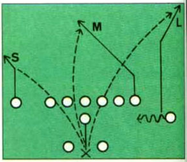
Duper on the left side runs a medium deep route and Clayton on the right runs a short pattern. When Duper is the intended Receiver, you should drop back 3 or 4 steps to allow your teammate time to get into position. Throwing to Clayton is much quicker. Take two steps and throw. The middle route is to Smith, who comes out of the backfield. You should throw the pass after a single step. Once the pass is caught, switch to a blocker to give your partner some running room.

Shotgun Bomb



Marino can be devastating with this play, lofting the ball 30 yards to speedy Receivers, who can tack on an equal number of yards once they've snagged the ball. Edmunds runs the middle route, Duper the left and Clayton the right. Any one of them is a good choice. Your partner should choose different routes and use the Opposite option so the defense won't start catching on to a favorite pattern. As QB, you won't have to drop back, since you're already in the shotgun formation.

Deep Out Pass



To make full use of Marino and his Receivers, try the Deep Out Pass. The three routes–one short, one medium and one long–spread the offense all over the field. As a result, each of your Receivers will probably face one-on-one coverage, which gives you an advantage. You'll know where you're going, but your defensive opponents won't. Clayton on the right offers the most tempting target, but mix it up. Choose Clayton one time and Duper on the left the next time.

★ MIAMI Playbook ★

OFFENSE

Button Hook Pass
Lead Option *
Crossing Deep Pass *
Screen Pass
Rollout Pass *
Sweep
Punt Fake
Punt
Play Action Pass *
Dive
Quick Pass
Power Off Tackle
Deep Out Pass *
Counter
Field Goal Fake
Field Goal

Draw Fake Pass *
Draw
Rollout Pass *
Pitch Out
Shotgun Bomb *
Blast
Pass Play Action *
Power Right

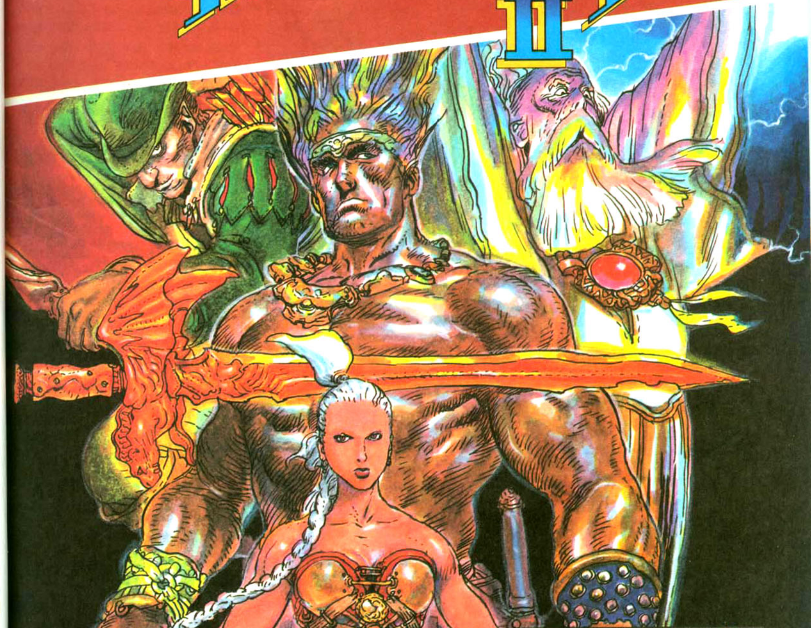
DEFENSE

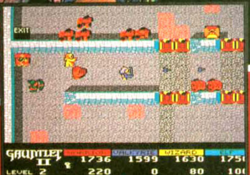
Zone 4 Deep *
Blitz Man-to-Man *
4 Man Rush Man-to-Man
Stunt 3 Deep
Pinch 2 Deep
Blitz Man-to-Man *
Double Team WR
All Blitz Man-to-Man *
Slant 2 Deep
Blitz 2 Deep *
Zone 3 Deep
Stunt Man-to-Man
Lead Man-to-Man
Hot Blitz 3 Deep *
Zone No Deep
Hot Blitz Man-to-Man *

4 Player Extra

4
FOUR PLAYER GAME

GAUNTLET II




EXIT
GAUNTLET II
WARRIOR
VALKYRIE
WIZARD
ELF
1736
1599
1630
175
LEVEL 2
220
0
80
10

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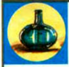
4-PLAYER EXCITEMENT INSIDE THE GAUNTLET!

Come, young adventurers . . . gather your belongings, your weapons and magic, and step through this magic portal into the dark dungeons and misty underworld below. Come, with your fanciful ideas about dragons, maidens in distress, and treasure, for you shall find them all, but beware! You are not the first young souls to travel here. Many have entered with the same resolve I now see in your eyes, and all have failed. Come Thor, with your skill in battle, and Merlin the powerful magician. Come Questor of the quick feet and you, Thyra the cunning Valkyrie. Come and experience incredible 4-player excitement. Come and run the Gauntlet . . .

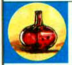
THESE ITEMS WILL AID YOU YOUNG WARRIORS

Hidden in the dark recesses of the Gauntlet are many items that can aid you on your quest, left behind by adventurers less fortunate that yourselves. Some of these items are absolutely essential to you, while others are not. Take what you need, and remember your fallen brothers, for without the items they have left behind, you will most surely perish here, miles beneath the land you call home.

POTIONS

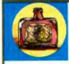


Shoot the Blue Potion from a distance, and it will work just as if you were holding it. This can be extremely helpful when Death is chasing you.

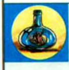


Use Potions to destroy the more powerful enemies, such as Death and Acid Puddles. Unlike the Blue Potion, you must pick up the Orange Potion to use it.

POISON

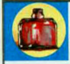


A Poison Potion will decrease your Life Level by 100 points. The best way to deal with this menace is to shoot it and get it out of your way.

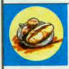


Poison Cider acts just like a Poison Potion. However, if you shoot the Poison Cider, it will slow your enemies down for a short time.

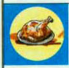
REFILL LIFE POINTS



Long ago, someone dropped this bottle of cider. Drink it and you will regain 100 Life Points.

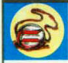


Ah ha! You have found a plate of food. Eat it and gain 100 Life Points, but eat quickly. I think I hear something coming down the hall!

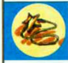


You have found some cured meat. It will restore 100 Life Points if eaten. Eat, lad . . . you will surely need your strength before the day is out.

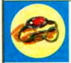
DEFENSE AMULETS



This Amulet will make you temporarily invisible. Go quickly, before the effect wears off!

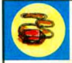


Wear the Amulet of Repulsiveness, and the hideous creatures of the underworld will be frightened and run away from you.

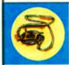


The Amulet of Invincibility will protect you from receiving any wounds for a time, so use it wisely.

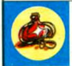
ATTACK AMULETS



This item will cause your weapons to reflect off of the dungeon walls and help you defeat enemies in those hard-to-reach areas.

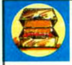


This Amulet will give you 10 Super Shots. These Super Shots will destroy all monsters they come in contact with until the shot hits a dungeon wall.

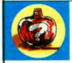


Use the valuable Transportability Amulet to walk through walls and other obstacles. With it, you'll be able to pass through any solid object for a short time.

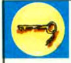
DUNGEON FEATURES



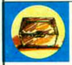
Hidden treasure is the reason most young adventurers try their luck in the Gauntlet. But beware . . . greed will most certainly cause you harm.



The mystery potion may contain delicious cider or deadly poison. Drink it at your own peril.



Use Keys to open the many locked doors found in the Gauntlet. Keys are plentiful, but if you use them foolishly, you will surely perish.

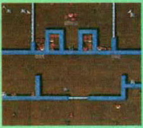


Some special treasure boxes will have to be opened with a Key, but usually this means the treasure inside will be of a better quality.

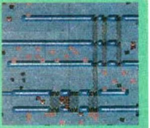
BEWARE! EACH FLOOR OF THE GAUNTLET OFFERS A NEW CHALLENGE

Here Is A Traveler's Guide To The First 5 Levels

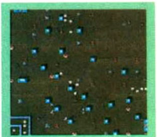
Descriptions of the Gauntlet are shrouded in mystery and confusion. Every traveler who returns has a different story to tell, so it seems that the levels change each time you enter. However, the few who have returned all agree in some form about the first 5 levels. Here is a description of what is known to be true.



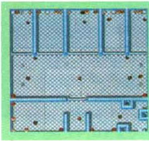
Mainly Ghosts and Grunts inhabit Level 1, but there is rumored to be a secret exit to Level 6.



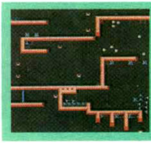
Beware of flashing damage panels on the floors in Level 2.



Watch out for the "It" monster. If it touches you, all the monsters will be after you.

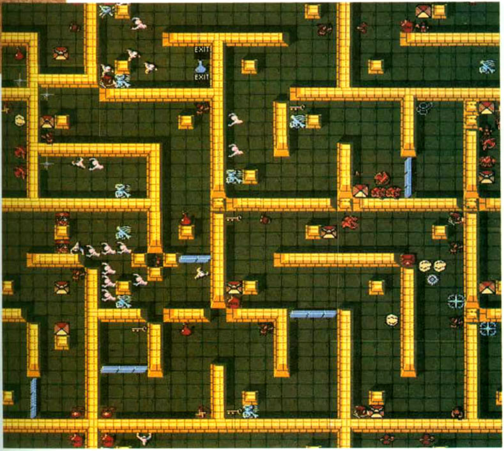


The exit in this level magically moves from place to place. If you find a location where it has been before, have patience, as it will surely return.

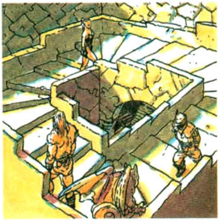


There are many more monster generators here than before. Also, be on the lookout for Death. You won't be able to beat him with regular weapons, so hopefully you've saved a few potions.

What Awaits You In The Depths Of The Gauntlet?

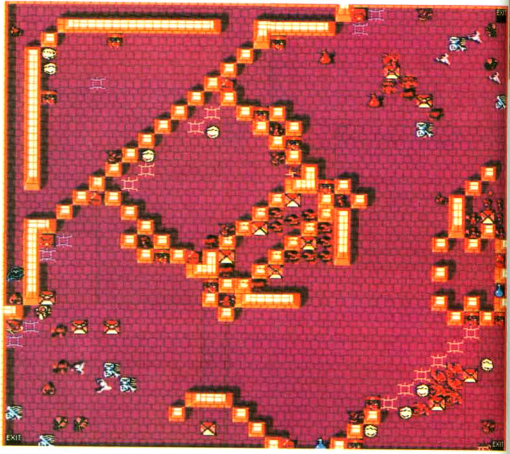


There is no way to tell in what order you will encounter the levels after Level 5, but it seems that eventually you will come upon some of these very tricky places. This level will scroll forever in any direction, and will keep repeating itself. Just find the exit somewhere near the center and don't attempt to explore the whole thing.

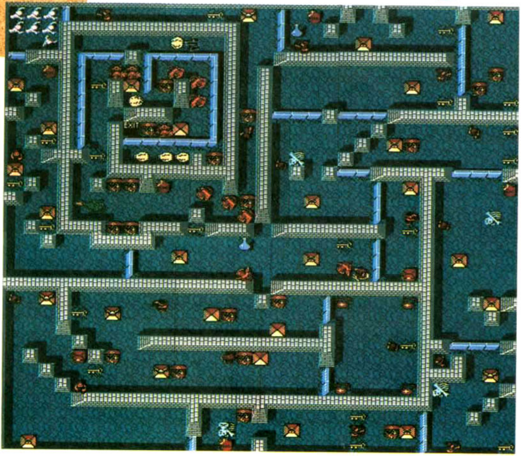


Friends Or Foe? Be Careful Of Hitting Your Friends

Your shots will damage other adventurers in your party in this level, so be careful. The best strategy is to spread out so there is less chance of hitting one another.


EXIT
EXIT
EXIT

Watch Out For Reflecting Shots



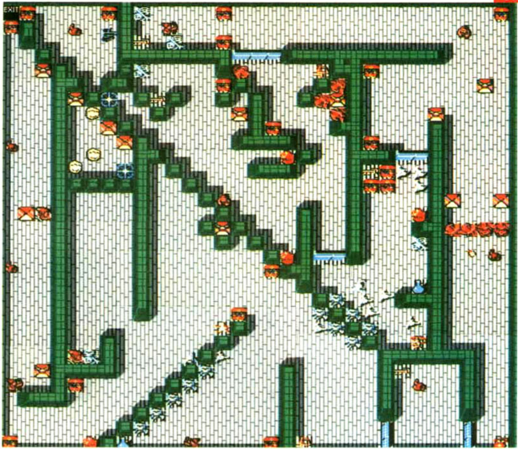
Reflective shots from other players and even from yourself are more dangerous in this level than the many monsters you will have to defeat. Spread out, and be sure to fire only when you absolutely have to.

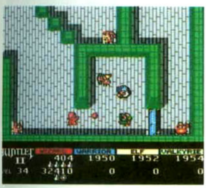
GAUNTLET II
LEVEL 11
2389
1790
VALKYRIE
WIZARD
ELF

Ouch! If you keep shooting yourself, the monsters are going to be out of a job!

Now Your Shots Stun Other Players

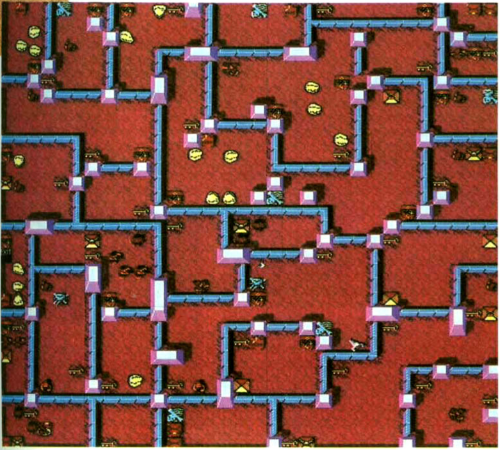
If you hit your fellow adventurers in this level, they will become stunned. They won't be able to move for a few seconds, giving the enemies plenty of time to gain the upper hand.



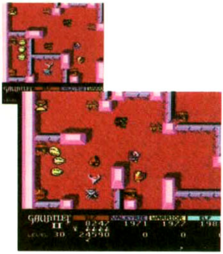

GAUNTLET II
WARRIOR
ELF
VALKYRIE
404
1950
1952
1954
34
32410
0
0
0

"Yow! Watch where you're shooting wizard!!"

Doors, Doors, And More Doors



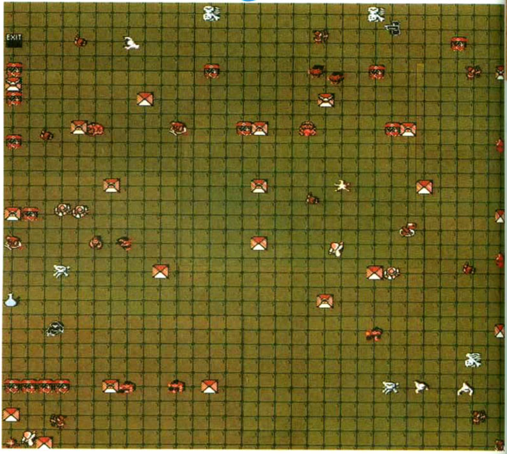
This level is filled with doors, but there are enough Keys lying around to grant you passage through the level. However, you still must be wary of using all of your Keys too early. Thrift, young heroes . . . thrift.


GAUNTLET II
VALKYRIE
WARRIOR
ELF
0242
1971
1977
198
30
24590
0
0

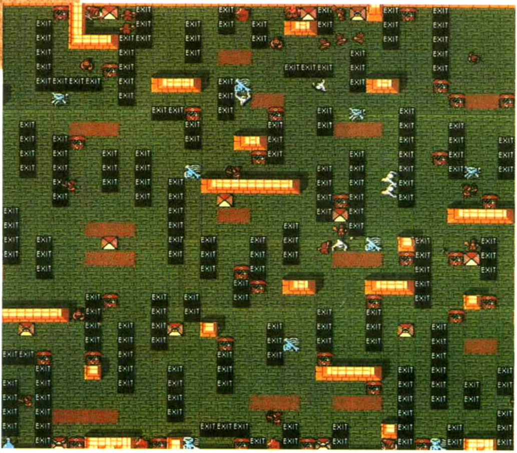
Open too many doors at once, and you'll be surrounded by rampaging enemies.

Invisible Walls! What Foul Magic Is This?

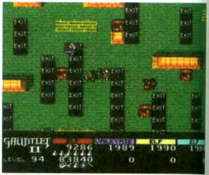
Now, my dear adventurers, is a time for teamwork. If one of your party was to stray too far from the path of the others, he might become trapped forever! Stay close, and let one player maneuver through the Invisible Walls, while the other players simply follow.



Exits Abound...But Which, If Any, Hides The Truth?

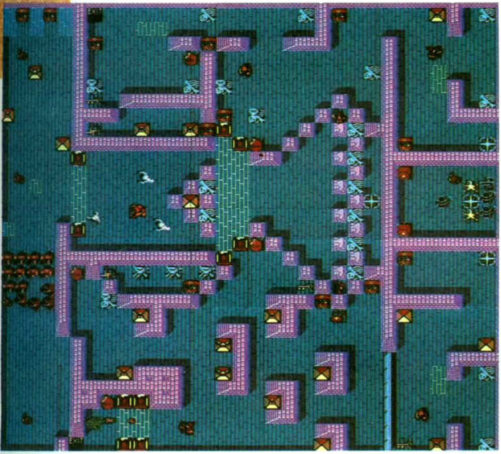


Many false Exits fill this level. Spread out, and try them all, for there is no way to tell a true Exit from a false one, until you have stepped inside it's magical boundaries.

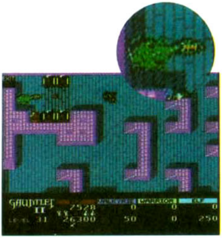


By running in a zig-zag pattern, you can identify the false Exits much more quickly. Go now, and godspeed!

Slay The Mighty Dragon!



Somewhere in the deeper levels you may find a powerful Dragon. Not much is known of these mysterious beasts, but you can be sure that if you do meet a Dragon in the depths of the Gauntlet, it will be the strongest of all enemies you face.



Use all of your Potions here, if you have any left!

THE DRAGON'S HORDE IS YOURS!

EXTRA ARMOR

Protect yourself with this magic armor.

EXTRA SHOT POWER

Use this item to increase your attack power.

EXTRA SPEED

With this item, one of your heroes will move faster.

EXTRA FIGHT POWER

This item will increase your hand-to-hand combat power.

EXTRA MAGIC POWER

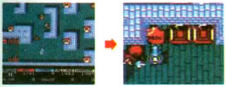
Increase one of your adventurer's magic power.

EXTRA PICK-UP POWER

Now you'll be able to carry more items.

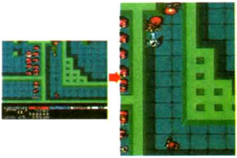
HOW TO DEFEAT THE DRAGON

TACTIC Use one of your party members to anchor the top of the screen, so that the Dragon is just visible at the bottom of the screen. From this position, you will be able to attack him without allowing him to use his powerful Breath Weapon.



Keep one party member at the right part of the screen as an anchor.

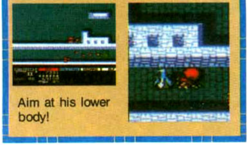
TACTIC You can use Super Shots to destroy the Dragon, but then you take the risk of also destroying his treasure horde.



You defeated the Dragon, now hold your fire or you'll destroy the treasure!

A LONG LOST LEGEND ABOUT THE DRAGON AND HIS TREASURE

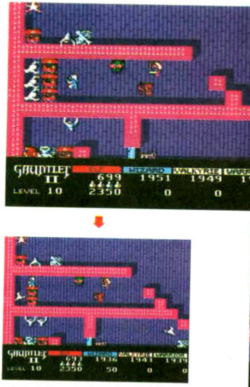
Legend has it that the treasure will appear above the horizontal dragon, so be sure to aim at his lower body. When the dragon appears vertically, aim to his right side and collect the treasure that will be on his left.



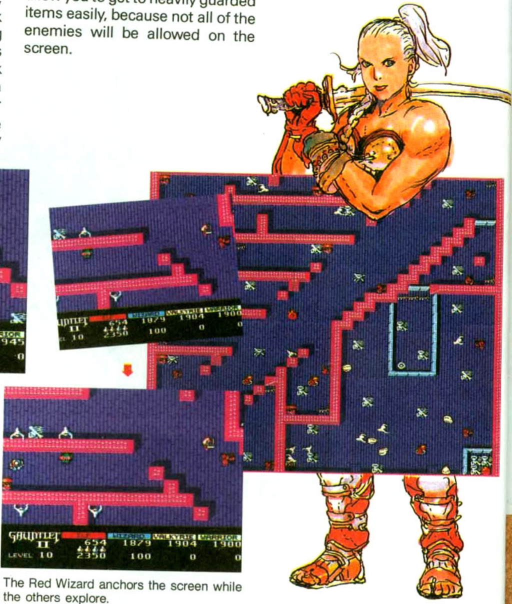
Aim at his lower body!

How To Survive Life In The GAUNTLET

Life in the Gauntlet is no easy task, young heroes. If you are to survive, it will take all of your cunning, guile and might, and a bit of luck as well. The fate of those entering this vile place is almost always determined by how well they work together. The screen scrolling in Gauntlet II can be used to your advantage if you are clever. One player can anchor the screen by staying in a certain spot, while the other characters explore. This will allow you to get to heavily guarded items easily, because not all of the enemies will be allowed on the screen.

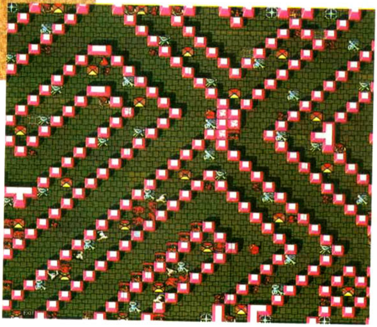

GAUNTLET II
LEVEL 10
ELF
WIZARD
VALKYRIE
WARRIOR
699
1951
1949
1945
2350

You charged ahead foolishly, and now you will pay the price of inexperience.

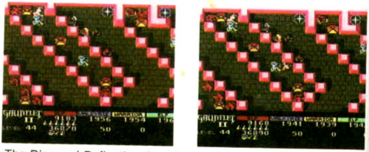

GAUNTLET II
LEVEL 10
ELF
WIZARD
VALKYRIE
WARRIOR
654
1879
1904
1900
2350
100

The Red Wizard anchors the screen while the others explore.

Diagonal Attack



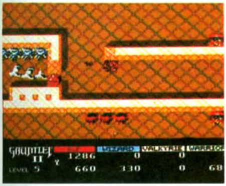
You can attack enemies at a place where two walls meet diagonally. Using this technique will allow you to battle the monsters one at a time, and using the walls as protection will reduce the effect of wounds you sustain.

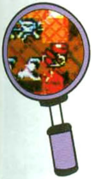

GAUNTLET II
LEVEL 44

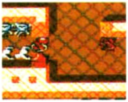
The Diagonal Reflecting Shot is most powerful.

Crumbling Walls

Do not trust your eyes. Some walls that seem solid will break away easily when shot. All is not always as it seems, young adventurer.



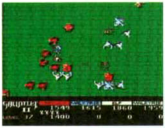


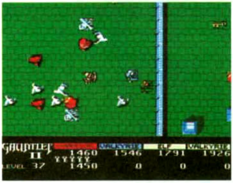


Sometimes, you can even find items or food hidden in these walls.

Use Poison To Your Advantage

Shooting Poison will cause a poisonous fog to slow down the onrushing enemies. One of the ways to survive the Gauntlet is to turn disadvantage into advantage.

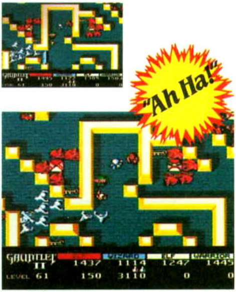




Shoot the Poison and buy yourself some much needed time.

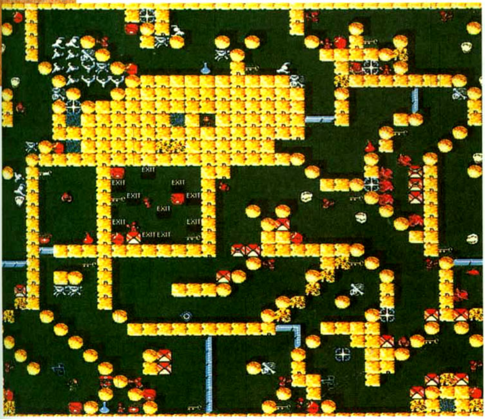
Run Out Of Keys? Try This Tactic

If you run out of Keys find a safe spot and hide. If you do not attack or move for 120 seconds, all doors on the level you are on will open! You constantly lose life in the Gauntlet, even if no enemies are attacking you. So, be sure you have enough life to survive the wait!

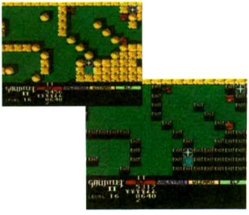


What strange magic is this? The doors have opened by themselves!

Have Patience, And All Will Become Clear



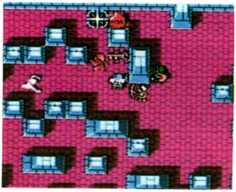
Patience is the key to many things. If you can stay absolutely still without moving or attacking for 135 seconds, all the walls on the level you are on will turn to exits, and you will be able to go on to the next level!



Ha! Now you can get out of this trap easily.

Thor Is The Key

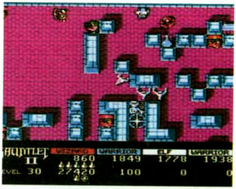
Each player can only hold 6 items, so try to keep the Keys in the hands of the non-magical characters, especially Thor. Thor is a great fighter, but his magic skills are certainly not worth bragging about.



Drat! Lots of keys and no magic when you need it.

Magic Is For Merlin

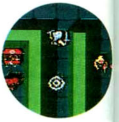
Merlin should not pick up any Keys, so that he will be able to carry Potions. Merlin is by far the most skilled in the arts of magic, so keep him stocked with 6 Potions if possible.

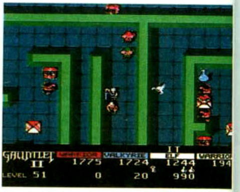

GAUNTLET II
WIZARD
WARRIOR
ELF
WARRIOR
860
1849
1778
1938
EVEL 30
27420
100
0
0

Quick! Get the Potion.

Uh Oh, You're It!

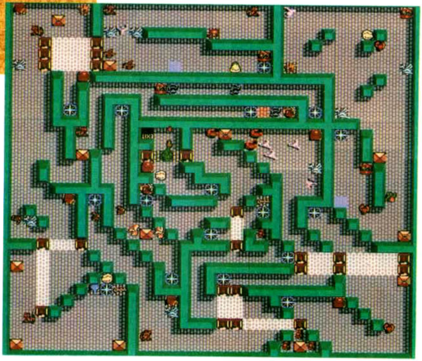
Whoever gets hit by this glowing sphere is "it", which means all of the enemies will chase that character until he touches someone else. The best thing to do is let Questor be "it", because he is the fastest, and will be able to avoid the monsters the easiest.



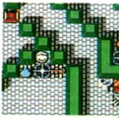

GAUNTLET II
WARRIOR
VALKYRIE
ELF
WARRIOR
1775
1724
1244
194
LEVEL 51
0
20
990

Touch Questor and let him lead them off your path.

Use Transporters As A Weapon



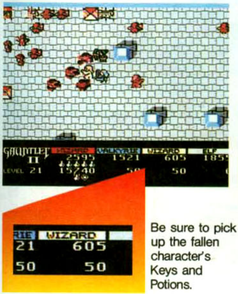
Whenever you use the Transporters, you will automatically defeat any enemies you land on when reappearing. A wise strategy when confronted many enemies, especially Death, is to maneuver so that only one Transporter is on the screen, and you can simply bounce off of it and destroy the monsters that have you surrounded.



Keep running into the Transporter to destroy the monsters.

The Low Man Gets The Task

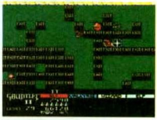
If one of the party members is running low on energy and won't be able to make it to any food, let him take the lead and go down fighting. This will save the other characters' energy, and the player who made this heroic last gesture can re-enter the game at full strength using the Continue Feature.



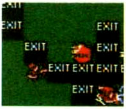
Be sure to pick up the fallen character's Keys and Potions.

Learn The Diagonal Move To Collect

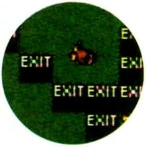
Sometimes you will see treasure and items on the other side of two Exits that seems impossible to reach. The only way you can collect this treasure is to walk diagonally between the Exits. This is a very tricky maneuver, and will certainly take some practice to master.



We'll never get to that!

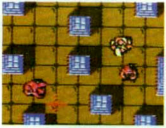


Walk diagonally, and presto!

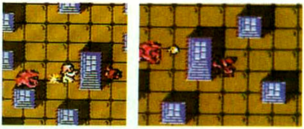


Lure Enemies Into Beating Themselves

In some of the lower levels of the Gauntlet, you'll be able to lure attacking enemies into the path of the Demon's fireballs and save yourself the trouble of having to defeat them all.

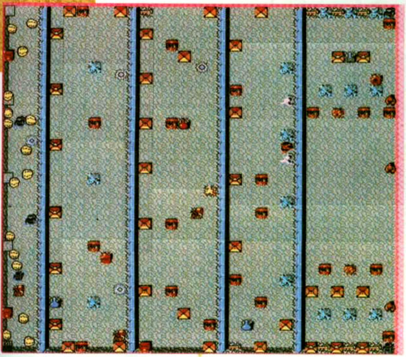


Quick! Get out of the way!

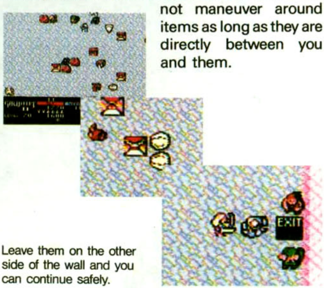


Let the Demons work for you, instead of against you.

Run Away And Live To Fight Another Day



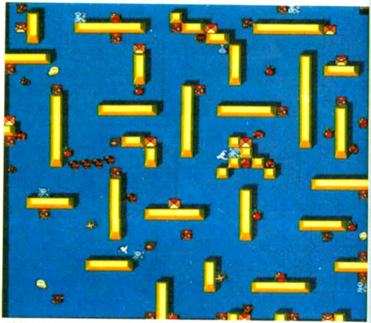
Death and the Acid Puddles are very tough enemies, but they are not very smart. They will always chase you in a straight line. The trick is to trap them behind walls or items, as they will not maneuver around items as long as they are directly between you and them.



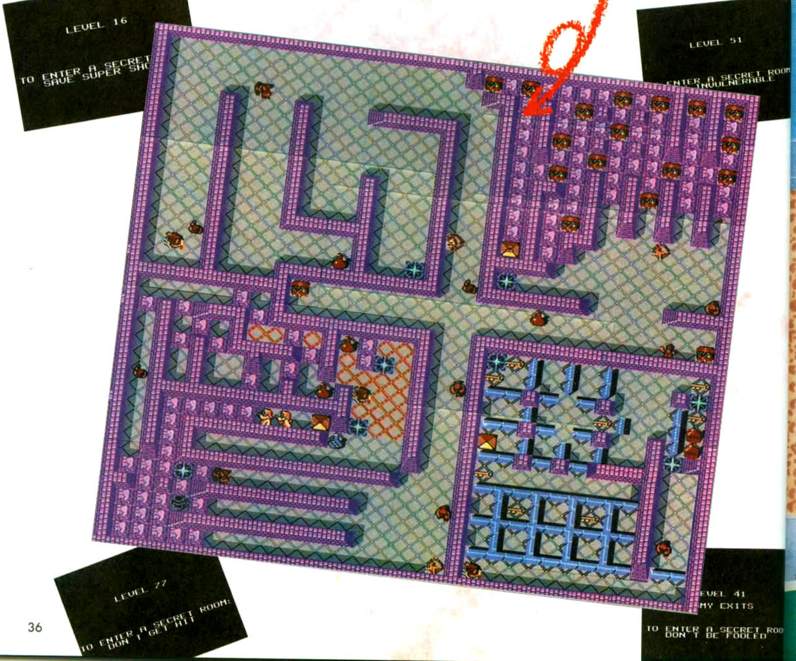
Leave them on the other side of the wall and you can continue safely.

WHAT WILL YOU FIND IN THE MYSTERIOUS SECRET ROOM?

Hidden somewhere in the depths of the Gauntlet are mysterious secret rooms. Legends tell of great treasure and powerful magic items hidden behind their walls, like those you gain from the Dragon's horde. Sadly, the way to enter these rooms has long been lost as the sands of time fall slowly over our land. The tales are great among the inns and castles, but who is to say who is telling some forgotten truth, and who is simply spinning tall tales. The secret to finding these rooms is hidden somewhere in the Gauntlet itself, so they say, but only the bravest and most wise of adventurers will ever see these mysterious rooms. Search, if you will, but remember that many have failed before you, and probably many will fail after you have long since given up the wandering life of a dungeon explorer, and settled down to a comfortable life above ground.



Will you be one of those that finds your way to these scarcely entered halls?



LEVEL 16

TO ENTER A SECRET
SAVE SUPER SHO

LEVEL 51

ENTER A SECRET ROOM
INVULNERABLE

LEVEL 77

TO ENTER A SECRET ROOM:
DON'T GET HIT

EVEL 41
MY EXITS

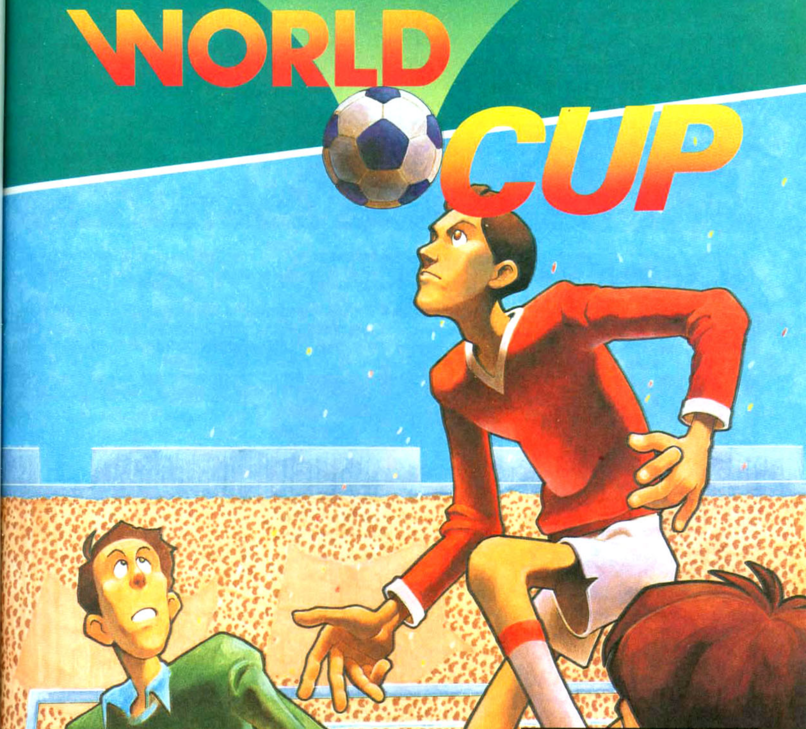
TO ENTER A SECRET ROO
DON'T BE FOOLED

4 Player Extra

NINTENDO

4 FOUR PLAYER GAME

WORLD CUP



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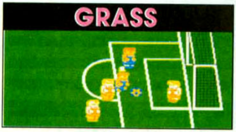
Take On The Ultimate Team Challenge

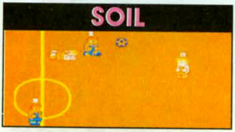
The non-stop action of the World's most popular sport combines with the ability fo up to four players to join in, making Nintendo World Cup a real crowd pleaser. Communication is key as two players on each team control their individual team members and, at the same time, give direction to their computer-controlled teammates. Corner Kick Saves, Bicycle Kick Super Shots and miracle downfield boots to waiting players show that teamwork pays. Get your friends together and face-off for fun and exciting World Cup action.

Select Your Surface

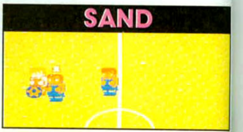
While the World Cup tournament for 1 or 2 players is strictly on natural turf, the multi-player matches can take place on several different playing fields. Hard surfaces send the ball bouncing high and make for a fast ground game. Soft surfaces absorb the impact of the drop and slow down the roll of the ball.



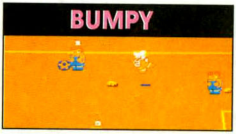
The traditional World Cup surface offers good ball speed and soft landings.



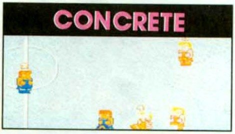
The ball bounces soft and shallow on the soil and makes for easy control.



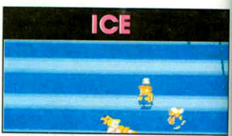
The ball stops almost immediately when it hits the sand. Bounces are low and slow.



Rocks and dirt on this unkept field cause players to lose their footing.



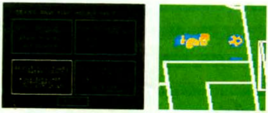
High bounces off the concrete can cause the ball to get away.



The no-friction frozen field can cause the ball to get out of control.

Set Up A Game Plan

Computer controlled players will follow rules that you set for them before the game. Take your teammates' abilities into account and choose a plan that suits the team. If your plan isn't working, you can change it at halftime.



If your teammates are fast and strong, give them more individual control. If they're slow and relatively weak, make them play conservatively.

4-Player Team Stats

Some of the five teams that participate in four-player matches have natural athletic advantages.

USA

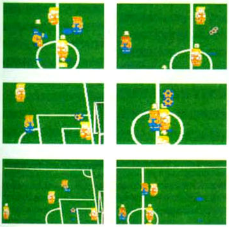
Talented and Diverse

The team from the USA is the only squad with players of varied skills. Each of the six players has his own signature Super Shot and a focus on offensive or defensive skills.

NAME	POSITION	SPEED	H.P.	S.S.	G.K. DEFENSE
DON	GOALKEEPER	2	40	3	60%
DAYV	FULLBACK	2	40	3	40%
BRIAN	FULLBACK	2	38	3	40%
TONY	FORWARD	6	50	7	50%
MARK	FORWARD	4	40	7	30%
TERRY	FORWARD	8	40	7	30%

STRENGTHS

The variety of Super Shots will always keep opponents guessing. Some can be shot from anywhere in the field and still blaze to the goal. Even when the Bicycle Kick has run out of steam, the USA Team carries out the Super Shots with style and finesse.



Slam it in with the Super Shots.

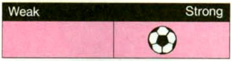
WEAKNESSES

One thing that is consistent about the players of the USA squad is that they're all slow runners. When opponents have the ball, members of this team often have difficulty catching up.

The slow USA players are no match for speedy opponents in downfield races.

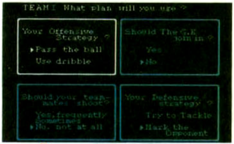
TEAM RATING

One of the best.



TEAM SETUP

Since all of the players are slow, have them pass frequently instead of trying to overtake opponents. Keep the Goalkeeper near the Goal and let your computer controlled teammates back you up with passes instead of trying to shoot for the Goal themselves.



```
TEAM I  What plan will you use ?

Your Offensive          Should The G.K
     Strategy ?                join in ?
 ▶Pass the ball              Yes
  Use dribble               ▶No

Should your team-       Your Defensive
     mates shoot?            strategy ?
  Yes,frequently             Try to Tackle
  Sometimes                 ▶Mark the
 ▶No, not at all                 Opponent
```

A conservative team effort works best for the USA squad. Pass often.

TEAM STATS KEY

Name	Know your teammates by their given names.
Position	A suggested area of coverage which can be changed if you see fit.
Speed	Fast runners can cover more of the field and should be ball carriers.
Hit Points	Each tackle and hit from the ball takes Hit Points from the players. If the player's Points run down to nothing, he'll be out until a Goal is scored or the half is over.
Shot Steps	The number of steps a player must run with the ball to send out a Super Shot.
G.K. Defense	The player's percentage as a Goalkeeper at catching Super Shots.

FRANCE

A Long Shot

The talents of this team are consistently lower than their competitors. They have very little speed and strength and should only be chosen if you're looking for an extra challenge.

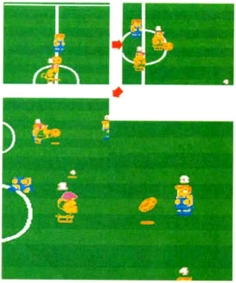
NAME	POSITION
JAN	GOALKEEPER
ANDRE	FULLBACK
JOEL	FULLBACK
MANUEL	FORWARD
RONÉ	FORWARD
PIERRU	FORWARD

COMMON STATS

Speed	H.P.	Shot Steps	G.K. Defense
2	32	3	20%

STRENGTHS

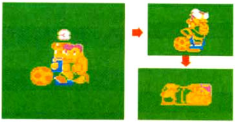
When the Bicycle Kick can no longer be used to make Super Shots, you can rely on a relatively low number of steps needed to belt the ball toward the goal with extra power.



Dribble the ball only five steps to send out a Super Shot.

WEAKNESSES

The team is basically unskilled in all categories. Their weakest point is strength. If they're tackled or hit by the ball just a few times, they'll hit the ground.



The members of this team tend to lose energy very quickly.

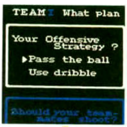
TEAM RATING

Not so good.

Weak	Strong
⚽	

TEAM SETUP

Since they are slow, your players should pass frequently to keep possession of the ball. If they dribble for a long time, they'll be taken over. Avoid tackling your opponents so that they can conserve Hit Points, and keep your Goalkeeper in the goal.



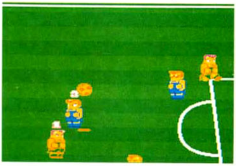
TEAM I What plan

Your Offensive Strategy ?

▶Pass the ball

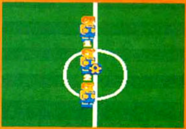
Use dribble

Should your teammates shoot?



Play keep-away by passing often.

Where The Action Is: Two Of Best Teams Face Off In 4-Player Match



Here's a start to finish report of a typical game. The match has been made. It's a showdown between the fast and strong Italian team and the multi-talented USA squad. The USA won the toss and they're just about to . . .

4 FOUR PLAYER GAME

ENGLAND

A Team On The Rise

They're not the fastest or the strongest, but the England team can hold its own in a match with any other squad. They'll withstand a lot of tackles before falling and stop a lot of Super Shots at the Goal.

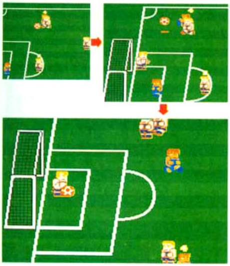
NAME	POSITION
GEORGE	GOALKEEPER
PAUL	FULLBACK
ANDREW	FULLBACK
JAMES	FORWARD
KEITH	FORWARD
PETER	FORWARD

COMMON STATS

Speed	H.P.	Shot Steps	G.K. Defense
5	38	5	33%

STRENGTHS

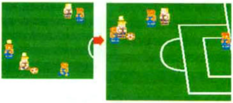
Statistically, the England team is the second worst of the four-player match squads. They do, however, have reasonable speed, a good backfield and a tradition of Soccer excellence that could work psychologically in their favor.



Run quickly and reform the defense when opponents take the ball.

WEAKNESSES

After the team has made five Bicycle Kick Super Shots in a half, they must run eight steps with the ball to send out another Super Shot. With their speed, those steps could be difficult in a pack.



Opponents can take over in a dribbling Super Shot attempt.

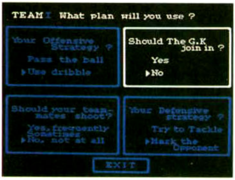
TEAM RATING

Not a squad for beginners.

Weak	Strong
⚽	

TEAM SETUP

Against good opponents, the team should pass frequently and mark players as defensively. When taking on weaker opponents, they can take a more aggressive approach and run with the ball.



TEAM I What plan will you use ?

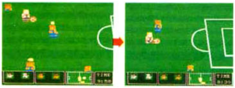
Your Offensive Strategy ?
Pass the ball
▶Use dribble

Should The G.K join in ?
Yes
▶No

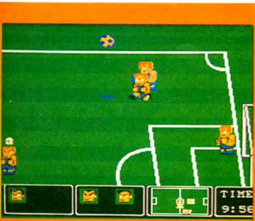
Should your team-mates shoot?
Yes, frequently
Sometimes
▶No, not at all

Your Defensive strategy ?
Try to Tackle
▶Mark the Opponent

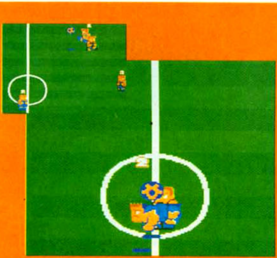
EXIT



Outrun opponents when you have the speed advantage.



To move the ball upfield, Tony breaks free from his coverage and receives the pass from Terry.



Tony bounces it back to Mark, setting up a Super Shot attempt. It's good!

GERMANY

Strength Gives The Advantage

The German squad is the best in all categories except for running speed, where they are tied with two others. High Hit Points and an excellent defense against the Super Shot make them a great choice for beginning players.

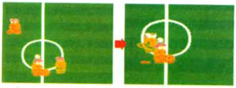
NAME	POSITION
JÜRGEN	GOALKEEPER
FRANK	FULLBACK
HANS	FULLBACK
KLAUS	FORWARD
GÜNTER	FORWARD
JOCHOM	FORWARD

COMMON STATS

Speed	H.P.	Shot Steps	G.K. Defense
10	70	5	60%

STRENGTHS

The ball won't end up on the German side of the field very often. When it does, though, it will seldom make its way through the Goal. Members of this squad can enter a pack and emerge with the ball consistently.


Members of the German team have a definite tackling advantage.

Opponents to the German team will be hard pressed to get the ball through the goal. Even the strong Super Shots are stopped more than 50 percent of the time by this strong squad.

WEAKNESSES

While there really are no weaknesses to this excellent team, their least impressive statistic is running speed. Since the players do tend to be larger than those on other squads, they can run only as fast as the Italians.

The Germans are not known for speed and opponents can steal the ball if given the chance. Even so, the Germans can always get it back.

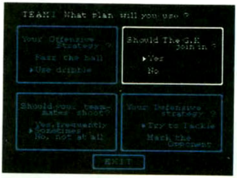
TEAM RATING

Number One!

Weak	Strong
	⚽

TEAM SETUP

There's no need to pass often with the German squad. Even though some teams can run just as fast, the Germans can easily recover possession. If you want an extra man in the action, let the Goalkeeper leave the Goal.


TEAM1 What plan will you use ?

Your Offensive Strategy ?
Pass the ball
▸Use dribble

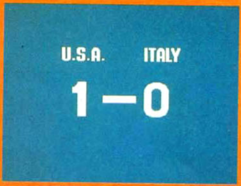
Should The G.K join in ?
▸Yes
No

Should your team-mates shoot?
Yes, frequently
▸Sometimes
No, not at all

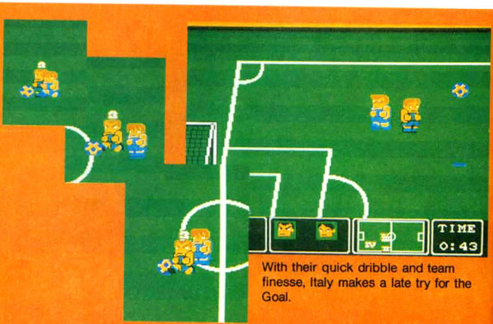
Your Defensive strategy ?
▸Try to Tackle
Mark the Opponent

EXIT

German players can usually get control of the ball whenever they come in contact with opponents on the offensive. Tackle them before they have a chance to shoot.


U.S.A. ITALY
1—0

After the initial USA score, both teams have been scoreless with the half almost complete. Italy now makes a new attempt.



With their quick dribble and team finesse, Italy makes a late try for the Goal.

ITALY

Consistent Contenders

The Italians are second only to the Germans in all-around team strengths. They're as fast as any of their competitors and they can stop the Super Shot consistently. Their own Super Shots, though, will take time to perfect.

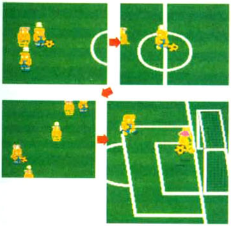
NAME	POSITION
ENZO	GOALKEEPER
ALDO	FULLBACK
GIULIO	FULLBACK
EMILIO	FORWARD
PETRO	FORWARD
MAURO	FORWARD

COMMON STATS

Speed	H.P.	Shot Steps	G.K. Defense
10	50	9	47%

STRENGTHS

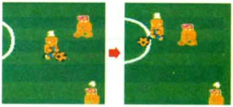
Speed and strength rate high on the Italian squad. Their advantage is in endurance and Goal Line showdowns. They may not be as flashy as the German team but, in the right hands, they'll be able to go just as far. After some experience with the German team, choose the Italians.



Run it down and shoot it in.

WEAKNESSES

A running Super Shot for the Italian squad requires 13 steps. Since the players run quickly it can be difficult to count the steps. You'll have better luck with a Bicycle Kick.



The Italians must run the ball almost half the length of the field for Super Shots.

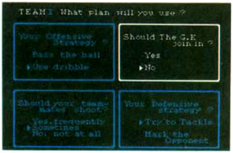
TEAM RATING

An all-around unstoppable team.

Weak	Strong
	⚽

TEAM SETUP

The Italians have no need for constant passing. Let your teammates dribble and shoot often but have the Goalkeeper stay in his place. Even though they are a good team, a conservative approach is recommended.



TEAM1 What plan will you use ?

Your Offensive Strategy ?
Pass the ball
▸Use dribble

Should The G.K join in ?
Yes
▸No

Should your team-mates shoot?
Yes.frequently
▸Sometimes
No. not at all

Your Defensive strategy ?
▸Try to Tackle
Mark the Opponent

Have the Goalkeeper stay near the Goal. He's crucial to your success.

It's in the air, but, time is very tight!

HALF TIME
U.S.A. ITALY
1—0

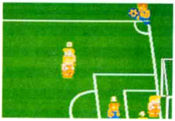
The USA team is saved by the end of the half.

Winning Techniques

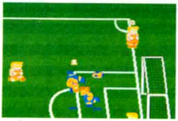
Soccer is a game of speed and strategy. Here are some tips to help your team work together.

Corner Cue

When your opponents kick the ball out of bounds at their end, take advantage of the Corner Kick and set-up a score!



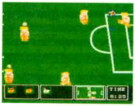
Your opponents sometimes kick the ball out-of-bounds on their end.



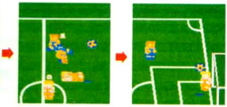
Stand near the Goal and Bicycle Kick it through!

Super Shot From Anywhere

The USA squad has a player that can curve his Super Shot so that it will always go for the Goal. Keep Dayv in a far corner and try for a long lob in his direction. He'll send it flying with a Bicycle Kick!



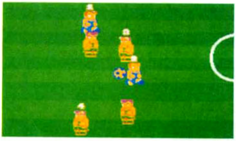
The other side kicks the ball down field.



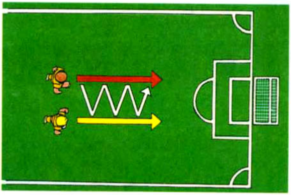
Dayv sends it right back.

Give And Go

Bring the ball downfield in a hurry and keep it from your opponents with the classic Give and Go strategy. Two players run the length of the field side by side, always passing as soon as they get the ball. The zig-zag pattern keeps opponents running back and forth, never quite reaching their man in time. Even the slowest running teams can make use of this strategy.



Run down field with your partner at the distance shown and keep passing as you receive it.



Your opponents will always be one step behind with the Give and Go.

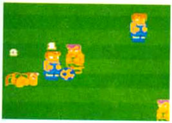
The second half is underway and Italy is coming back with the consistency and strength they're known for.

Italy passes, shoots and scores!

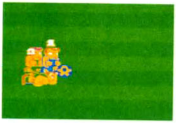
The USA team tries to come back but the Italians are too fast. They take it away again.

Leap And Bounds

Slow players can actually move faster by jumping repeatedly instead of running when they're trying to catch up to the ball.



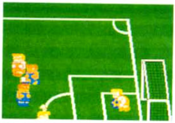
Jump head first downfield.



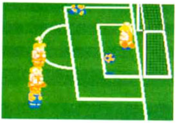
Pick yourself up and do it again.

Angle It In

Players can run, pass and shoot in eight directions. Diagonal shots often will go right past Goalkeepers who are looking for the straight shot.



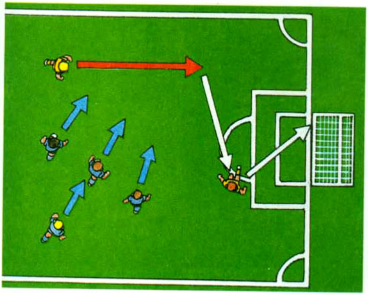
The Goalkeeper is ready for a straight shot.

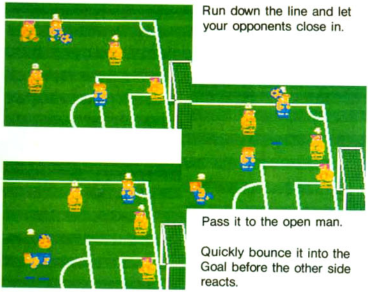


Make him dive for it with a diagonal.

Pull Them Away

Pull the defenders from their positions by dribbling the ball down the side. By the time you get to the far corner, your teammate waiting close to the Goal will be alone with a straight shot to the Goal. Pass it to him quickly and he'll have a clean try for a score. The computer players do use a zone defense but you can catch them off guard.

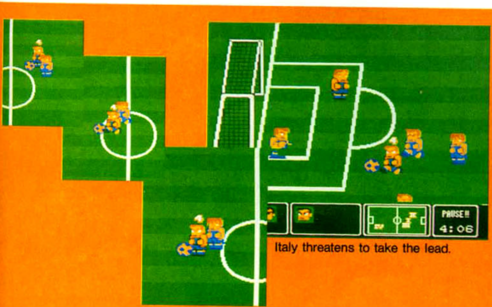




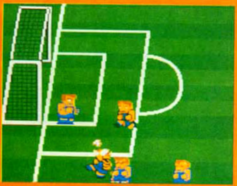
Run down the line and let your opponents close in.

Pass it to the open man.

Quickly bounce it into the Goal before the other side reacts.



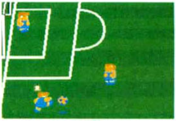
Italy threatens to take the lead.



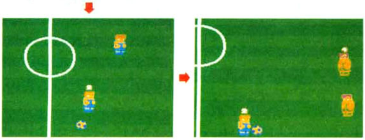
The USA squad tackles at the last moment and recovers possession. Italy must regroup in a hurry!

Pass Fast And Far

When you pass, the ball always goes to your closest teammate. You can send it all of the way down in a hurry, though, by shooting and alerting your partner to catch up with it at the other end.

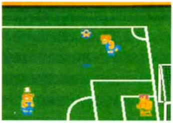


The shot is faster than the pass. Keep your partner clued in on when you're going to send it down.

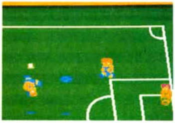


Head It Back, Set It Up

To perform the Bicycle Kick Super Shot, you'll have to get a teammate to pass the ball to you in the air. When you have control of the ball, pass it to your teammate, and while its on the way to him, press the A Button so that he'll pass it back immediately. Since he'll know that he's supposed to pass the ball to you before he even has it, he'll bounce it back with a high lob off his head. It'll come back to you with more than enough height to Bicycle Kick it on through.



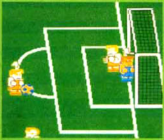
The ball will have a lot of height if your teammate is above you.



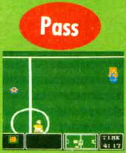
Bicycle Kick off a high lob and you'll score almost every time with an incredible Super Shot.

EXTRA SPECIAL TECHNIQUE

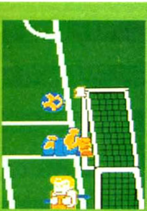
Since there is no offsides call, your players can stand close to the opposing side's Goal, even when the ball is on your side of the field. Wait right in front of your opponent's goal and have one of your computer controlled teammates head it to you. Then Bicycle Kick before the Goalkeeper can grab the ball and you'll score every time!



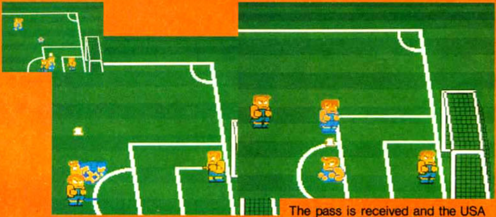
Wait for the ball right in front of the opposing team's Goal.



Get a teammate to head it to you.



Bicycle Kick for a quick score. You'll outreach the Goalkeeper easily!



Time is short! The game is almost over! The USA team tries for a long pass.

The pass is received and the USA sends it in with seconds on the clock!

4 Player Extra

4
FOUR
PLAYER
GAME

SWORDS and SERPENTS

VENTUR IS YOUR DESTINY!

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A Shadowed Maze Conceals An Ancient Evil

Where the Serpent came from nobody knows, but its very presence in the land spells chaos. Countless are those who sought and failed to rid the world of this menace, stealing into the labyrinth home of the Serpent, armed with sharp steel and rumors . . . and hope. Now, another four will take the challenge.

A Quest Of Four, The Fate Of All!!

Legend tells of a man known only as the Ruby Warrior for his ring, his shield and sword and crown, which bore the precious stones. It is said that one who would defeat the Serpent must have these items. Seek them in the maze. Seek also clues to the location of the Black Crystal, with which you may teleport from Level 1 to Level 13. Throughout the levels you will uncover magical items, but visit Armories, too, and listen for clues.

Experience Pays

As the four of you descend into the labyrinth for the first time, you are bold, but untested. The wisdom and strength of experience you require is gained through battling foes. Save the game each time you attain a higher Experience Level.

Defeat is not the end of your quest. Visit Temples to revive fallen partners.

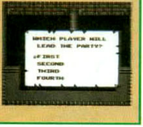
Guardian Ghouls

Armored men, whose spirits have been corrupted by the Serpent, guard the stairway to Level 2. The warriors of your party should attack when they can. Watch the position of the sword and shield and strike exposed areas of the enemy. Your magician should use Heal when energy levels drop.

4-Player Extra Strategy

Follow Your Leader

One member of the party must lead the others on their quest, controlling the direction of travel. How you choose is up to you, but choose wisely.

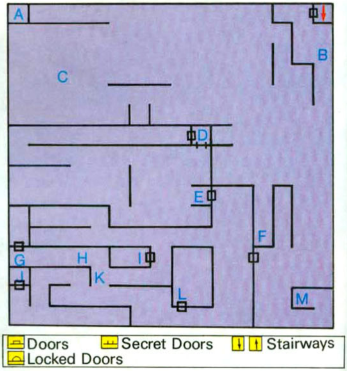


WHICH PLAYER WILL LEAD THE PARTY?

FIRST
SECOND
THIRD
FOURTH

LEVEL 1

The Temple



- A. Teleporter* (to Level 6)
- B. Information
- C. Information
- D. Temple
- E. Wise Man
- F. Information
- G. Wise Man
- H. Information
- I. Information
- J. Wise Man (Black Crystal Puzzle)
- K. Wise Man
- L. Armory Shop
- M. Spell (Sting)

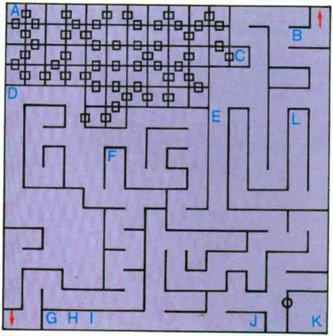
*Note: To use Teleporter (A), see page 52.

A Quest Of Four, The Fate Of All!!

The second Level holds greater dangers and greater rewards for your fearless band. Learn the secret of traveling swiftly through the maze via Zoom Tubes and Teleporters. Search for the Great Sword in the Maze of Doors. Unlock the mystery of the hidden chamber, which holds the first of the treasures left by the Ruby Warrior. Above all, gain strength and wisdom for the trials ahead.

LEVEL 2

Zoom Tubes



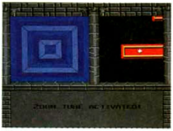
Doors	Secret Doors	Stairways
Locked Doors		

A. Spell (Shield)
B. Information
C. Great Sword*
D. Wise Man
E. Wise Man
F. Teleporter (to point L)
G. Zoom Tube (to Level 1)
H. Information
I. Information
J. Information
K. Ruby Glasses

*The Great Sword is hidden somewhere in this maze of tiny rooms.

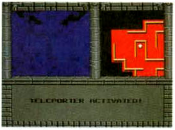
Zoom Tubes & Teleporters

How it came to pass that such useful devices were built in the labyrinth is a great mystery. Take care to map where each begins and ends.



ZOOM TUBE ACTIVATED!

The Zoom Tube sweeps your party up to the previous level. Use it to return to the Temple to restore energy.

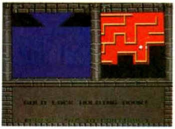


TELEPORTER ACTIVATED!

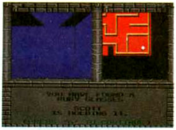
Teleporters may warp the adventurers between levels or between two points on a single level.

Ruby Glasses

When you first arrive at the chamber where the Ruby Glasses are hidden, you will find a Gold Lock on the door. There is nothing that can be done about it until you return from Level 3 having won the Gold Key.



GOLD LOCK HOLDING DOOR!



YOU HAVE FOUND A RUBY GLASSES.
SCOTT IS HOLDING IT.

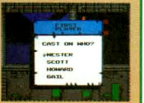
4-Player Extra Strategy

Share The Burden

Each player should be assigned a special task: 1-The Leader, 2-Map Maker, 3-Message Keeper, 4-Monster Tracker (who keeps track of monster strengths).

Magician, Heal Thyself

If you have two magicians in your party, each should be in charge of keeping one of the fighters or thieves healthy during battles.



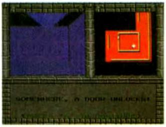
CAST ON WHO?
HESTER
SCOTT
HOWARD
GAIL

A Quest Of Four, The Fate Of All!!

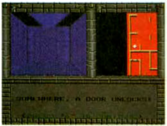
The cunningly complex design of the Serpent's maze hinders your party as you explore this third treacherous level. Everywhere are doors that won't budge, trap floors and foes who grow stronger and smarter the further you journey into the roots of the Earth. But here, too, you will discover a valuable Horseshoe, a Gold Key and the Mirror Shield. Words from the Wise Man may save your lives, so listen closely to him.

Triple Trouble

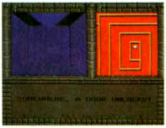
To heroes who have traveled this far, fighting fiends and ghouls at every step, the complex locking mechanism of the inner doors may seem an unnecessary precaution. Hasten your descent into the maze by following the sequence of Remote Triggers listed below the map to unlock the doors. Go first to point L, then points E and I.



SOMEWHERE, A DOOR UNLOCKED!



SOMEWHERE, A DOOR UNLOCKED!



SOMEWHERE, A DOOR UNLOCKED!

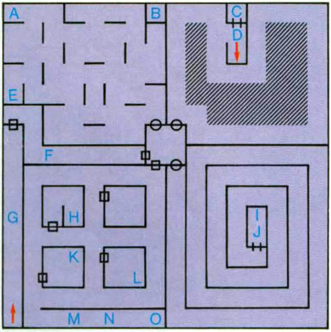
When you have tripped the three Remote Triggers and the final door stands open, move on to the dangers of the northeast quadrant.

Floors Of Pain

Hidden long ago in the floor tiles of the maze were traps to wound unwelcome visitors like yourself. On this level, such traps are found only in the northeast corner, but elsewhere in the maze you'll encounter more of them.

Avoid damage squares by keeping near the walls.

LEVEL 3 Threshold



▭ Doors
⊥ Secret Doors
▭ Locked Doors
⇩⇧ Stairways

A. Spell (Deadeye)
B. Mirror Shield
C. Gold Key
D. Magic Fountain
E. Remote Trigger #2
F. Wise Man
G. Information
H. Horseshoe
I. Remote Trigger #3
J. Wise Man
K. Information
L. Remote Trigger #1
M. Information
N. Information
O. Zoom Tube (to Level 1)

4-Player Extra Strategy

And The Password Is...

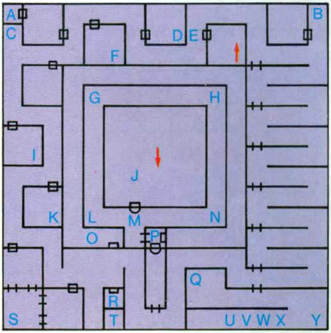
Swords and Serpents provides five passwords--four for characters and one for the game--so that you may use characters from other Swords and Serpents quests in a continuing game. Just beware of entering a character who is too strong or weak for the level of your game. He will either hinder progress or make things too easy.

A Quest Of Four, The Fate Of All!!

Endless, winding corridors teeming with enemies are what the four of you face on Level 4. There you will meet puzzles to tax your brains, search for invisible doors in the stone walls and discover a Magic Fountain where magicians restore their depleted reserves of magic points. The potent Death Mist spell is hidden here, as well. Remember to take the Zoom Tube back to Level 1 if your energy runs low.

LEVEL 4

Secret Square

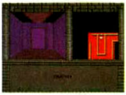


🟨 Doors
🟨 Secret Doors
🟨🟨 Stairways
🟨 Locked Doors

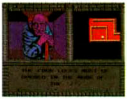
A. Door Switch #1	M. Information
B. Door Switch #2	N. Door Switch #8
C. Spell (Strength)	O. Information
D. Information	P. Information
E. Information	Q. Spell (Death Mist)
F. Wise Man	R. Magic Fountain
G. Door Switch #6	S. Door Switch #3
H. Door Switch #7	T. Teleporter (to Level 9)
I. Information	U. Zoom Tube (to Level 1)
J. Magic Fountain	V. Information
K. Wise Man	W. Information
L. Door Switch #5	X. Information
	Y. Door Switch #4

The Mark Of The Z

It is not a slash on a door or a masked avenger, but a riddle that keeps the door to the center of Level 4 securely locked. Imagine a giant letter Z placed on top of the maze. The corners of the Z correspond to the locations of the first four Door Switches listed beneath the map.

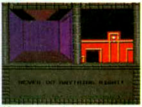


Follow the sequence of switches to A, B, S and Y.



The Wise Man tests you with riddles.

Right Is Wrong

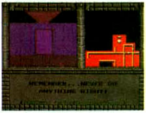


If you go right, you'll enter a long dead-end. Go left.

"Never do anything right," says the Wise Man. He's not joking. It's another riddle. What he means is that you should ignore the door to your right. Leave the room by walking through the left wall.

Right Is Never Right

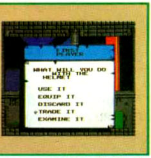
Once again the riddle master of the maze teases you with double meanings. To unlock the door in front of you, proceed to the left--clockwise--where you will encounter four Door Switches. If you go counter-clockwise, you'll just waste time and lose valuable energy and magic points.



4-Player Extra Strategy

Trading Maces

Various treasures will be won by members of your party as they defeat enemies. Some of these items will be useful only to one or another of the characters. For instance, a magician cannot use the Crush Mace. So, if you obtain an item that you can't use, trade it to someone who can.



WHAT WILL YOU DO WITH THE HELMET

USE IT
EQUIP IT
DISCARD IT
TRADE IT
EXAMINE IT

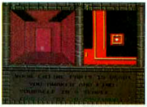
A Quest Of Four, The Fate Of All!!

Level 5 of the great labyrinth is the strangest yet, with corridors that do not end and hints more obscure than ever before. But this is also the end of the first part of your quest. As you recall, the Temples are on Levels 1,5 and 10. Of even greater benefit are the magic spells learned in this level. But with the rewards come risks, because the most powerful enemies ever are lying in wait!

A Maze Without End

The corridors of this maze seem endless, but that is an illusion, for the top of the map grid joins to the bottom, and one side leads to the other.

A Place Of Haven

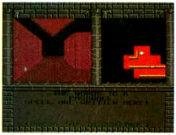


Until you reach Level 10, this is your new base.

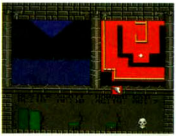
This level is called Haven because here you will find the second Temple. In the Temple you can restore your energy and revive defeated partners. Save the game so you'll begin on Level 5 in the future.

Spells Of Power

Haven contains two of the most vital magic spells in the game. Flight allows you to fly safely over floor traps while Passwall enables you to penetrate solid walls. Know that your quest cannot be completed without Passwall.

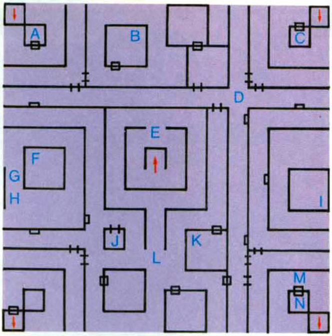


With Passwall you can now make use of the Teleporter in Level 1 which leads to Level 6.



When you discover a trap in the floor, mark it on your map and use Flight to avoid it next time.

LEVEL 5 Haven



Doors
Secret Doors
Stairways
Locked Doors

A. Armory Shop
B. Information
C. Temple
D. Wise Man
E. Information
F. 400 Gold
G. Magic Fountain

H. Spell (Passwall)
I. Glow Cloak
J. Spell (Flight)
K. Information
L. Wise Man
M. Information
N. Zoom Tube (to Level 1)

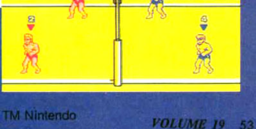
The Descent Of Heroes

At Level 5 your party has faced many challenges and dangers. Now prepare yourself for 11 more levels of acid pool traps and riddles within riddles. Following is a list of what you must do. Seek the items of the Ruby Warrior in Levels 6,7,11 and 13. Win the Black Crystal in Level 12. Map all that you see and record every word of the Wise Man. If you do all this, you may meet the challenge of your final destiny.

4 Player Extra

4
FOUR PLAYER GAME

SUPERSPIKE V'BALL™


0·0
V'BALL
DOSS DOSS
DOSS DOSS
2
4

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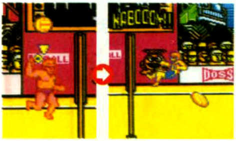
Hit The Beach With A Trio Of Buddie

Get ready for some sand-spiking excitement with Super Spike V'Ball from Nintendo. The two-on-two action of Beach Volleyball makes an ideal subject for a 4-player NES sports game and Super Spike V'Ball is perhaps the easiest of all to play. With only four guys to watch and control, you and your partner are free to concentrate on real V'Ball strategy (with a little bit of "California Dreamin'" thrown in, courtesy of moves like the Super Spike!).

Offense And Defense Techniques

Super Spike

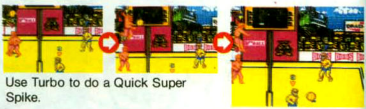
To pound your opponents with a Super Spike, when the ball is in the air, jump underneath it and rapidly press "B." Hit "A" to unleash the power!



Jump, Power-Up, and KABOOOM! Be sure your hand is lined up with the ball before you swipe at it.

Quick Attack

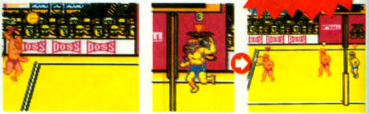
This quick trick can take even experienced players by surprise. When your partner sets up the ball, don't wait for it to come down near the net. As soon as he sets it up, get close to him, jump and spike.



Use Turbo to do a Quick Super Spike.

Spike The Serve

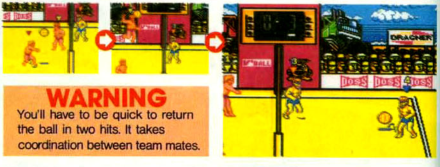
Although this move may not be legal in regulation volleyball, in Super Spike anything goes! If you time it right, you can jump and Super Spike the opposition's serve. Be sure to back up your partner if he tries this move, since it can be difficult to pull off.



Right Back At You!

Just Get It Over The Net

Of course, you can hit the ball three times while it's on your side, but the third hit has to send it over the net. When you receive a serve, try to hit it over the net with your second hit. This will give you one more hit if you miss it, and it makes the action faster, catching your rivals off guard.

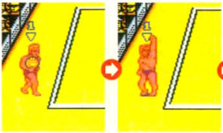


WARNING

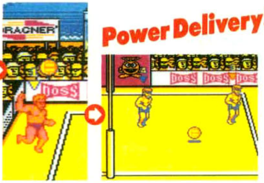
You'll have to be quick to return the ball in two hits. It takes coordination between team mates.

Jump Serve

All the real pro V'Ballers use a jump serve for greater power and a better angle of attack. To Jump Serve, press the A Button to throw the ball up, hesitate until it starts falling, then quickly jump up (B Button) and hit the ball (A Button). Use the directional arrows to aim your serve.

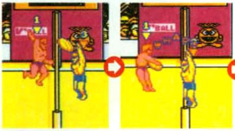


The jump serve is faster and easier to aim than the standard lob serve.

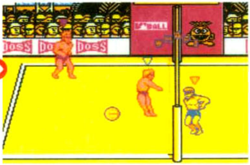


Super Block

You won't be defenseless against the many powerful offensive tactics. If you jump directly across from your Super Spiking opponent and power up by repeatedly pressing the B Button, you will come out on top, and block his spike into the sand.



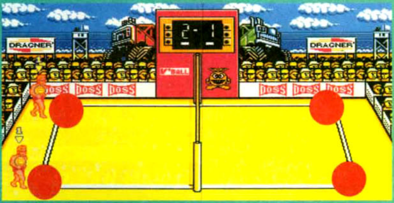
You must be next to the net and directly across from the spiker to block.



BASICS

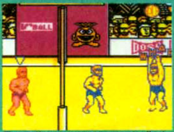
Scoring Points

You score points when the other team drops the ball on their side of the court. If you play by Beach Volleyball rules either side can score. By regular rules, only the serving team can score. Aim for back corners of the opponent's court. Not only will this make him run for it, but it will give you time to set up your defense.

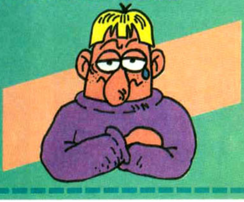


Know Your Rivals' Strengths And Weaknesses

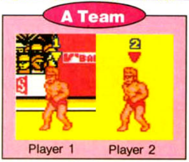
The teams in Super Spike V'Ball each have their strong points and their weaknesses (but don't let any of these muscle bound guys hear you say that). Each pair will have to adjust their playing style to compensate for flaws in their abilities.

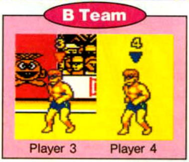


Even the computer controlled teams have distinct playing styles.

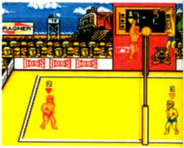


Well Rounded Team: George And Murphy





The Well Rounded Team is about average in Power, Speed and Defense. They are a good option for beginning players.



If you don't pick a team in the Character Select mode, you'll play as the Well Rounded Team.

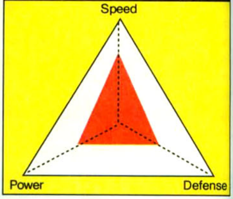
TEAM STRENGTHS

The Well Rounded Team's lack of true weaknesses is its real strength. However, they do not excel in any single skill.

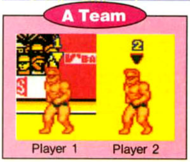
TEAM WEAKNESSES

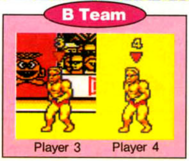
If the other team is stronger than you in a certain area, you'll have to compensate with skill. Use your speed advantage against the Power Team, and your increased power against the Speedsters and Defenders.

TEAM DATA TRIANGLE

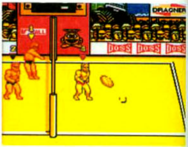


The Power Team: Al And John





The Super Spikes of these muscle-bound power houses will flatten even the toughest defenders. They are a fun team to choose if you like to make your competition eat sand.



Prepare to be punished by Super Spikes if you play against the Power Team.

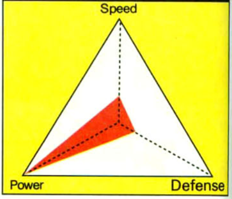
TEAM STRENGTHS

The Super Spikes of the Power Team are so powerful they can knock down all but the perfectly positioned defenders. The opposing team will have to worry more about staying on their feet than where to stand. Use your power to "psych-out" your competition.

TEAM WEAKNESSES

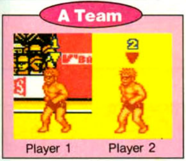
To gain the ability to deliver such mighty spikes, the Power Team spends a lot of time working out, which makes them stronger but slower due to their muscle mass. They will have a difficult time with teams which can accurately place the ball anywhere in the court.

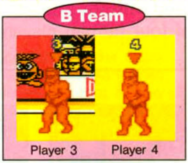
TEAM DATA TRIANGLE



DATA

The Defenders: Billy And Jimmy





Although the Defenders may not have the best team speed, they cover the court well and can make some spectacular saves.

The Defenders are tough and recover quickly from Super Spikes.

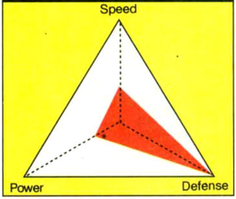
TEAM STRENGTHS

As masters of defense, the Defenders guard their court like no other team. From accurate, cross-court diving saves to shrugging off powerful Super Spikes, they can play even the Power Team to a stand-still.

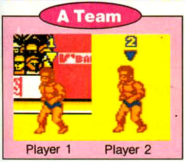
TEAM WEAKNESSES

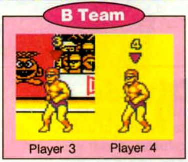
Although they can cover the court defensively, the Defenders are slower when it comes to offense, and their spiking power isn't particularly overwhelming.

TEAM DATA TRIANGLE



The Speedsters: Ed And Michael



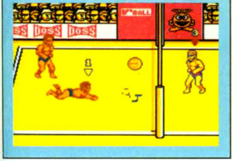


The Speedsters use swiftness to cover the entire court on offense and defense. Their speed makes up for their lack of striking power.

The core of beach volleyball is speed!

TEAM STRENGTHS

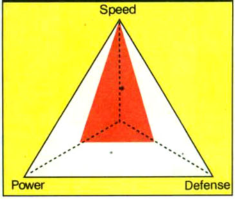
The Speedsters are at their best with surprise attacks and double net coverage on defense.



TEAM WEAKNESSES

On defense, the Speedsters must be in perfect position to make the play and they aren't very accurate at the diving save. On offense, their spikes may not be as powerful as the other teams, but they can get into position to attack more quickly.

TEAM DATA TRIANGLE

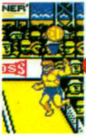


10 Special 4-Player Strategies

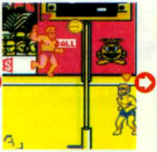
These strategies can be used with any number of players, but they work best with the flexibility of four human players.

1 Block The Serve

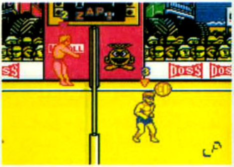
It takes practice to block the serve. Although a jump or lob serve can be blocked, it's easier to block the lob because it's slower. After the ball is hit, an X will mark the spot where the ball will come down. Use this mark to line up against the net and jump to block. If your partner is going to block the serve, be ready to back him up in case he misses.



Jump and stuff it!



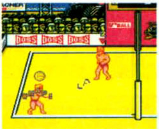
Watch the angle on the serve and the target mark. Time your jump and spike.



Go for a Super Block on the serve for an almost sure point!

2 Team Communication

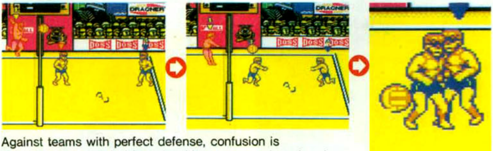
When you're playing with a buddy, good communication is essential. But, at the same time, you don't want to let the other side know what you're up to. Good teams will create secret codes for each play. For example, the Quick Spike is a play that works best if the other team is unsuspecting. So when you want to do it, instead of yelling "Quick Spike," make up a code word, like "Oi!" or "Do it!"



Even real V'Ball partners have action phrases to coordinate their attack and defense.

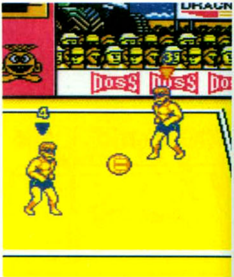
3 Create Confusion/Divide And Conquer

Just as good communication can be a boon to your side, the lack of it can kill you. In the heat of action, it can be easy to get confused, and if you sense your opponents' lack of communication, you can use it to your advantage. An especially difficult ball to play without communication is one hit right between two defenders. Either both defenders will go for it, causing a real tangle, or neither will try, each thinking the other has it.



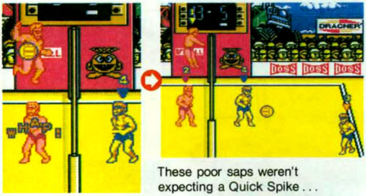
Against teams with perfect defense, confusion is sometimes your only hope. Anything you can do to break their concentration will help your team (anything short of spilling a drink in their lap, that is).

Split The Defense



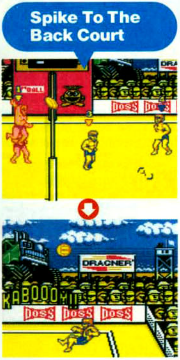
4 Quick Spike Surprise Attack

Beginners are especially susceptible to the Quick Spike as it can seemingly come out of nowhere when properly executed. So, beginners, it's best to play defensively at all times against a team that uses this technique.

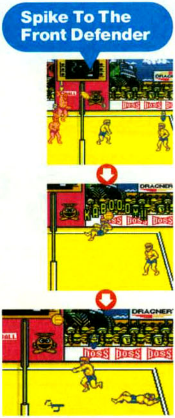

These poor saps weren't expecting a Quick Spike . . .

5 Aim Your Spike Well

A Super Spike will almost always knock down a defender, but unless you aim properly, the ball will fall back inbounds. For best results, aim your Super Spike at the rear of the court. That way, even if the defender receives it, the ball will fly back out of bounds.

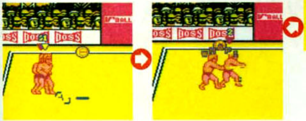


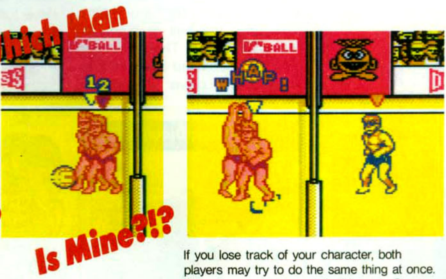
Hit the ball and use the directional arrows to aim it for the back of the opponents' court.



6 Don't Get Crossed Up

Try to keep some distance between you and your partner unless you are going for a Quick Spike. Not only can you cover more of the court, but it's less likely you'll lose track of which character you're controlling. Although it's usually easy to tell which man you are controlling with only two guys on a side, in intense moments you may lose track. Concentration is the key!

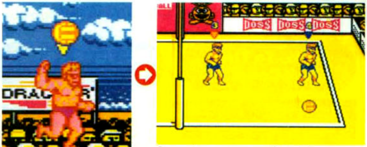




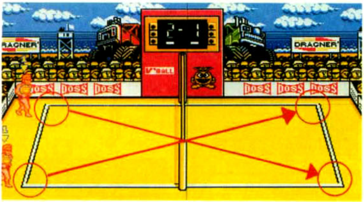
If you lose track of your character, both players may try to do the same thing at once. There is no advantage to ball hogs in Super Spike V'Ball; team work is essential.

7 Aim Your Jump Serve

The jump serve is the best serving technique to use, as it's difficult to block. The best serve heads cross-court for the far corner of the opponents' court. This gives you more time to set up your defense. Mix up your serves to keep your opponents on their toes, but remember which is the most effective in case you need a quick point.



Some teams are confused by serves that drop in the middle of the court, others can't return the corner serve.

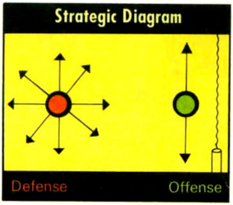


8 Team Work Wins!

Defense

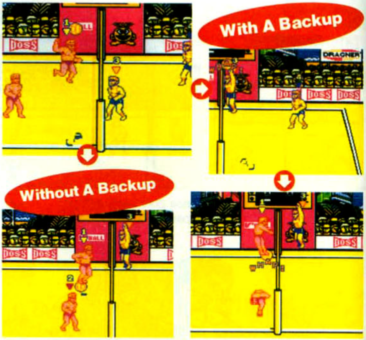
Before playing, decide who will play offense and who will play defense. The offense man should play close to the net, looking for an opportunity to spike the ball or block an opponent's spike. The defender should play back and be more free moving. Each player should be ready for anything.

Offense



9 Back Up Your Buddy

When your teammate tries to block a Super Spike or serve, always be ready to back him up in case he doesn't succeed. In a failed serve block, you can tell where the ball will land by watching for the mark. It's tougher to back up a failed spike block, but a diving dig will often pull it off.

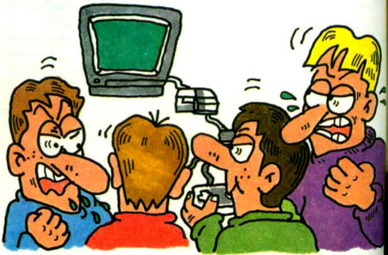


You weren't alert and lost the point . . .

You saved the point! Play On!

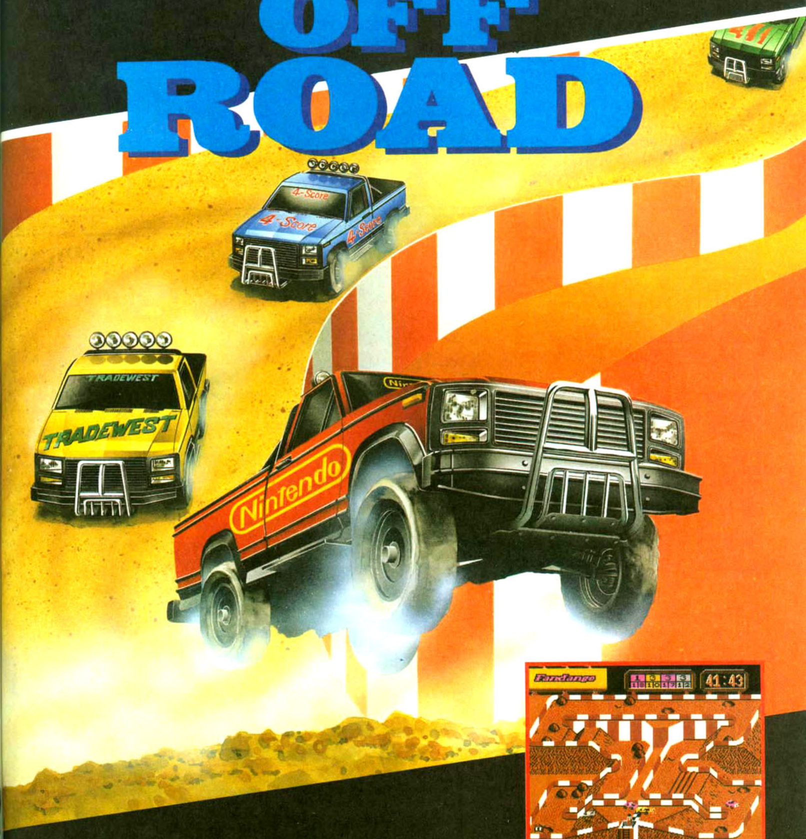
10 Hang Loose, Dudes!

Whatever you do in Super Spike V'Ball, don't panic or get angry. If one team seems to be much better than the other, switch players. V'Ball really is the easiest of all the 4-Player sports games to control once you get the hang of it. Practice as much as you can, relax and have fun!



4 FOUR PLAYER GAME

Ivan Ironman Stewart's
SUPER OFF ROAD


4-Score
4-Score
4-Score
TRADEWEST
TRADEWEST
Nintendo
Fandango
41:43

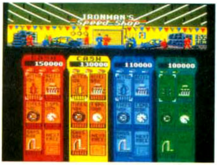
TM&© Iran "Iron Man" Stewart's Super Off Road is licenced to Tradewest, Inc. by Leland Corp.

Grab Your Partners And Hit The Dirt!

Mix together some mud, boulders, racing machines and four NES-playing pals, and not only will you get a whole lot of smoke, you'll get off-road racing, the most grueling and punishing sport ever devised. Super Off Road puts you and three friends on the fast track of stadium off-road racing, with truck-busting courses designed by Ivan "Ironman" Stewart himself.

Customize Your Truck At The Speed Shop

After each race, you'll have the opportunity to spend your winnings on parts to soup up your racing machine. Splurge your dough wisely to keep up with the competition.



Ironman's fabulous Speed Shop has everything you need to make your truck a winner. You'll just have to out-race your buddies and win the cash first.

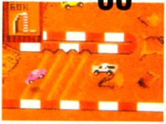
NITRO········ $1,000

Use Nitro to give your machine an extra burst of speed.

TIRES······· $40,000

Better tires give your truck traction for going over rough spots and climbing obstacles.

SHOCKS··· $60,000



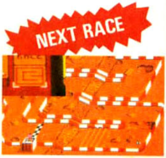
Shocks make the ride over the rough a little smoother and faster.

ACCEL······ $80,000

Improve your accelerator to reach top speed quickly.

T. SPD··· $100,000

The Top Speed option makes your engine more powerful and capable of greater speed.



When you're done souping up your truck, select Next Race. You'll get a mini-preview of the next course.

Tips For The Power Shopper

Anything you purchase in the Speed Shop will improve your truck's performance, so there is no right or wrong item to buy (see the chart for our recommendation). In a four-player game, watch what your competition buys and try to get the same thing to keep your trucks even. Spend all your spare change on Nitro-don't save your money.

Top Speed is the most expensive item, and the best one to buy. Get it first, then buy the other items.

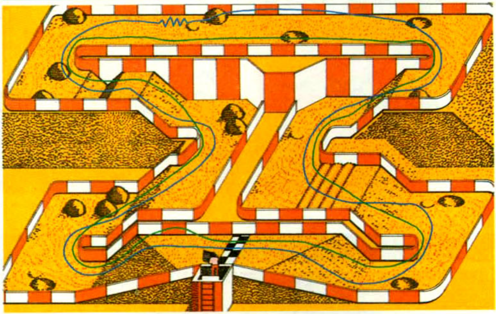
Accessories	Priority	Effect
Nitro	*	A
Tires	2	B
Shocks	3	C
Accelerator	4	C
Top Speed	1	A

* Buy Nitro with any extra money you have.

Study The Tracks And Plan Your Attack!

Eight different tracks await your challenge in Super Off Road, each one more difficult than the last. The sequence of tracks you tackle will give you a chance to master the easy ones before you get to the tough ones. You'll run the tracks clockwise (follow the blue line below.) and counter-clockwise (green line). A crooked line indicates where to hit the Nitro.

FANDANGO



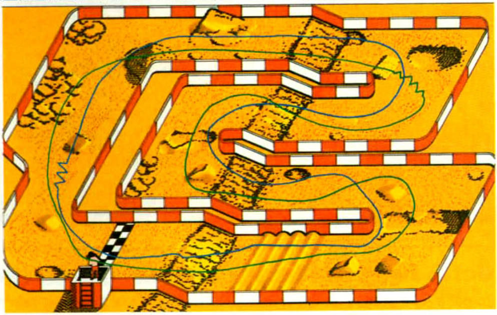
The Fandango track configuration is a popular one in Super Off Road, but that's good because it's the easiest one in the game. The only tricky parts on the Fandango layout are the hairpin curves in the central area of the track. Grab the lead and hold it by taking these turns as tight as possible. Use Nitro in the top and bottom straightaways to stay ahead of your competition.

◆ Dangerous Curves

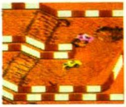
Some players may take the central turns slow, creating a passing opportunity. Steer carefully and avoid the walls.

SIDEWINDER

Although the Sidewinder track is wide, the surface is pocked with craters and strewn with boulders. It's a real workout for your shock absorbers! Use your Nitro in the straightaway, or in the upper right turn. Beef up your Shocks and Tires before you hit this road.



◆ Cutting Corners



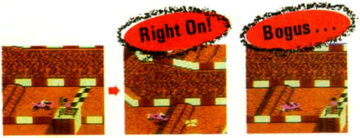
Stay close to the inner wall in the lower right turn to gain on the trucks in front of you.

The Racer's Edge

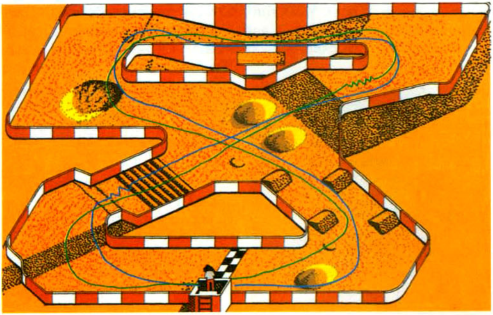
Strategy

Assail Obstacles Head-On

Your truck can make some wild nitro-assisted leaps if you properly time the use of this powerful propellant. Make sure you're headed straight at an obstacle before you hit the Nitro. If you hit it crooked, your error will be magnified by the Nitro and you'll smash into the wall. Use the obstacles to leap over the trucks in front of you to take the lead.



WIPEOUT



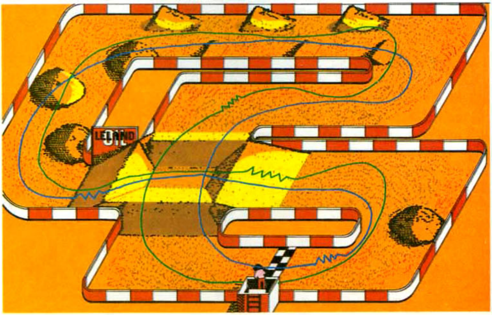
This fiendish figure-eight style course features a dangerous crossing point in the center. If you're in the lead, be careful in this area—your rivals may try to crash into you to slow you down. (That's a hint for you slowpokes . . .)

Rise Above

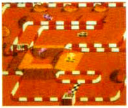
You can use the elevation of the upper right turn to jump over the central crossing with a blast of Nitro power!

BIG DUKES

Big Dukes also has a crossing where it's possible to get sideswiped, but the ramp-like dirt mounds of the junction makes it easy to jump over if you have Nitro. The track is not too tough if you keep up with the pack, but it can be difficult to catch up if you don't.



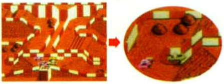
Nitro Assisted Turns



Use Nitro in the upper right turn of this course, but don't oversteer into the wall.

Get A Jump At The Start

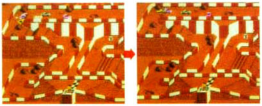
To get a lead at the starting line, use Nitro. This is especially effective if you're in the front row or pole position. If you're in the second rank of cars, wait until your path is clear before you hit the Nitro. Don't use Nitro when another car is directly in front of you.



Hold down the accelerator until the gun goes off, and then hit the Nitro. Getting an early lead is the key to victory.

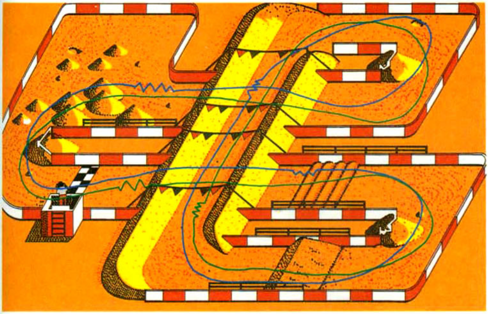
Avoid The Walls

Crashing into the barrier wall can slow you down more than running over obstacles. Be careful not to over steer or use Nitro when you're near a wall. When you're running against a wall, be sure you're steering straight and not grinding the barrier.



Don't try to take turns too sharply or you may steer into the wall.

BLASTER



Although it looks easy with the long straightaway, the Blaster course is tough. You have to line your truck up perfectly in the straightaway to avoid driving up and over the embankments. Use Nitro to jump over the course, and for extra speed in the wide turns.

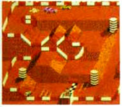
Pass In The Rough

If you've improved your Shocks and Tires, use the rough area on the left to pass, as it slows down the competition.

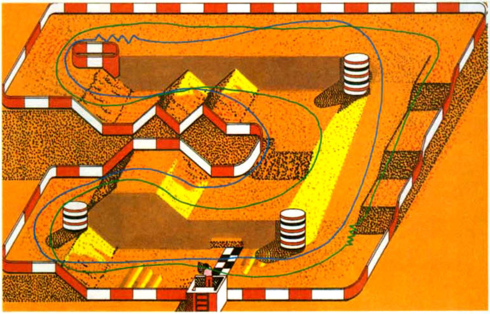
CLIFFHANGER

Without barrier walls, the Cliffhanger is one of the fastest courses. You'll have to keep your racing machine on course and not cut any corners. If you cut even one, you'll be disqualified. If the other trucks get too close, try to knock them off the course.

Straightaway Play



Hit the Nitro at the start of the top straightaway and use your momentum to zoom down the right side of the track.



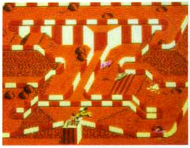
Avoid The Pack

Don't try to push your way through a pack of cars on the inside of the track. Pass them on the outside using Nitro.

Pass with caution, and a Nitro boost of speed!

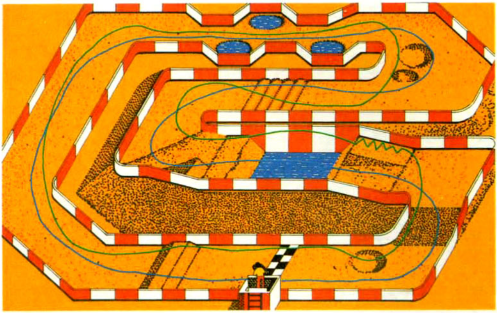
Use Nitro Sparingly

As a general rule, don't use Nitro repeatedly—a burst here or there works better. Use it to go over ramps and obstacles or for speed in the straightaway. Using Nitro to take corners quickly also works, but takes practice.



Nitro can make the difference in winning or losing a race.

HUEVAS GRANDE



You won't encounter this challenging track until later in your racing career. The toughest part of the race here is the zig-zagging route at the top of the track. You may have to slow down by tapping the accelerator and steering carefully.

Blast Off The Big Ramp

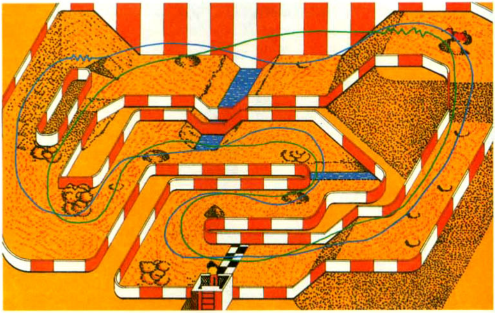
Use Nitro to blast your way over the big ramp near the center of the track.

HURRICANE GULCH

Only the greatest off-road racers make it to Hurricane Gulch. Not only does this track have lots of twisting turns and rough obstacles, but it's also very narrow in most areas, making passing difficult.

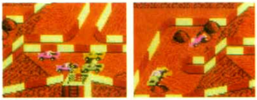
Leap The Gulch

Use Nitro to leap the gulch at the top center of the track. This wide straightaway is also the place to pass the other trucks.



Team Play In Four-Player Mode

With four players racing in Super Off Road, you can all race against each other, or in teams, two-on-two. When you race as a team, keep a record of who won each race. At the end of the circuit the team with the most victories wins. When you're racing with teams, one truck can be the spoiler and try to crash the other team's trucks to slow them down, while the other racer goes for the finish line.

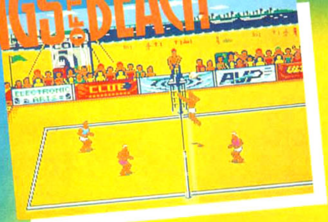


Knock out the competition! Decide who will be the spoiler (but don't let on), before the race starts. Switch off from time to time to keep your opponents guessing.

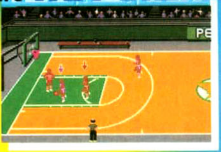
4 FOUR PLAYER GAME

4-PLAYER ROUND-UP

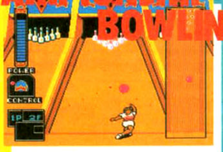
KINGS OF THE BEACH™


ELECTRONIC ARTS
CLUB
AVP

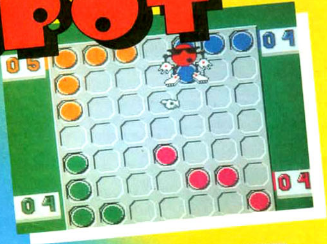
Magic Johnson's FAST BREAK™



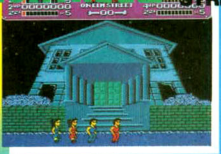
CHAMPIONSHIP BOWLING™


POWER
CONTROL
1P 2F

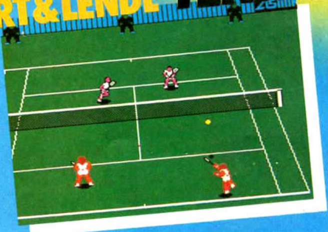
SPOT™



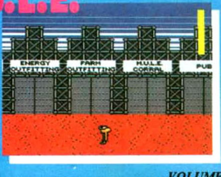
A NIGHTMARE ON ELM STREET™


ON ELM STREET

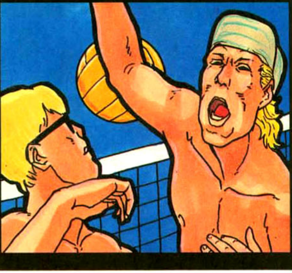
CHRIS EVERT & IVAN LENDL IN TOP PLAYERS' TENNIS™



M.U.L.E.™


ENERGY OUTFITTING
FARM OUTFITTING
M.U.L.E. CORRAL
PUB

KINGS OF THE BEACH™

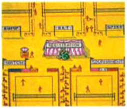


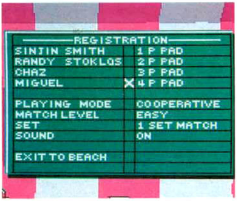
TM and © 1989 Konami Industry Co., Ltd.

Dig your toes in the sand and prepare to get down behind Ultra's net! Up to four players can vie for the ultimate title of Beach Volleyball Guru. Only a net divides the men from the boys in this game. When the sand stops flying, who will remain to be the Kings of the Beach?

Be sure to sign up before cruising out to tackle the beach scene!

Grab three friends and four Control Pads. Scout the beach for waves. Have Spike show you the scene, then decide if you are ready for tournament play. Stop at the registration tent and sign up for the day's events. Choose your Kings of the Beach players and decide how many matches you'll play per set. Then get ready to jam some leather!





REGISTRATION

SINJIN SMITH	1 P PAD
RANDY STOKLOS	2 P PAD
CHAZ	3 P PAD
MIGUEL	✕ 4 P PAD
PLAYING MODE	COOPERATIVE
MATCH LEVEL	EASY
SET	1 SET MATCH
SOUND	ON
EXIT TO BEACH	

Annette Funajello will sign your team up for the rad beach volleyball tournament.

Characters In A 4-Player Game

SINJIN SMITH

Sinjin is the all-time leader in career wins. He has the best dig, which contributes to a great defense. Nobody doubts his abilities as a pro. He is the epitomy of a King of the Beach!

RANDY STOKLOS

Randy has a great serve. He also performs a sweet one-arm "Kong" block. His presence on the court can make the audience shudder. Known as "Vanilla Thunder," he's a force to be reckoned with.

CHAZ

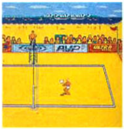
Chaz takes after Sinjin and is awesome with his digs. Watch him move!

MIGUEL

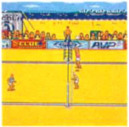
Miguel is a pro blocker. He also bashes his competitors with his serve.

Practice Before Pressure Pays!

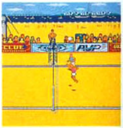
There are three courts where you can learn to control your Kings of the Beach. In the bump court, you'll learn to use your underhand to return the ball. In the set court, you'll set-up your partner for a spike. In the spike court, you'll learn to blast some leather!



The bump is the easiest return in pro beach volleyball. It's also a great set-up for an abrupt spike. You'll need to master this early!



The set provides your partner with the right elements for a spike. It's normally used on the second hit before the return and is very useful.



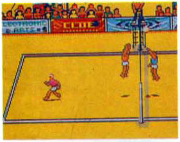
The spike, a fast, hard-hit ball, has the best offensive results. It's hard to block. Players who master the spike become the ultimate Kings of the Beach!

Maintain Coverage In All Situations!

In a 4-Player game, strategy takes a front row seat. Each player will be on guard, ready to slam or block the next shot. Think quick or sink fast!

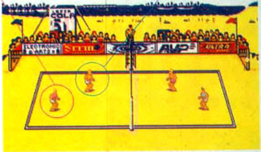
1 Cover Your Side Well!

One guy at the net is never enough coverage when the other team attempts to spike. It is especially important in a multiple player game that the back court is protected. One well placed jam can send the ball past the front player into the sand. Keep one player a few steps behind the net man ready to dig and dive to recover some of the slams that sneak into your side of the court. Since you can't read your opponent's mind, it's hard to know where the spike will go. It's a good idea to guard toward the center of the court.



When guarding back court, be ready to move for the center if a ball comes through. This is where most spikes end up, ready or not!

Your net man should try to jump before the other team leaps to spike. Arriving a split second early for a block often surprises the other side.



To maintain coverage, have one man ready to dive for the save. Reflexes will be tested!

2 Attack From Side Court!

Playing with four players can be more of a challenge than trying the computer. A great strategy to use is to hurl spikes from side court. A ball hit from the side is harder to block and much more difficult to judge. A sharp slice from the edge of the line can send your opponents reeling into the sand.

3 Find The Soft Spots!

Seek out your competitors' weak points. If they leave a gap between them, spike it through. If they fail to cover the back court, dink it over their heads! Spike one down when they least expect it for a sure score!

4 Know When To Dink And Drive!

Bluff the other team by jumping to spike, then "dink" or bump the ball over the net. A "dink" is a very light pop of the ball that lobs it up over their heads. Use the bump when your adversaries are away from the net.

You can bump the ball over the net to maintain a volley.

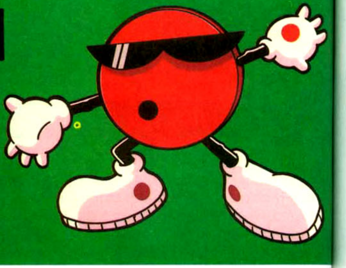
Use the dink to surprise everyone!

5 Never Relax Your Defense!

Sometimes the ball will land out of bounds but the ref will call it in. You can protest the bogus call, but it doesn't always work. Your best bet is to return any ball that is close to the edge of the court. That way, you won't run the risk of losing the point if it was an "in shot."

SPOT

© 1990 Arcadia System, Inc.

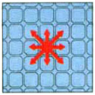


You've seen them on soda cans, in commercials, even on billboards. Now see them on your NES! That's right--those wacky 7-Up Spots have their own video game! Four players can simultaneously compete against each other for control of the squares in Arcadia's Spot for the Nintendo Entertainment System.

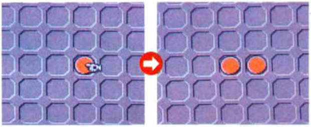
GETTING STARTED

Spot is the game for players who love serious strategy with a touch of lemon-lime. Capture surrounding tiles by moving Spot near opponents in this board game-style video presentation.

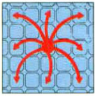
CLONE



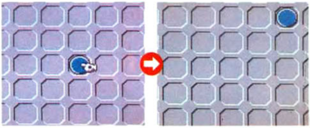
Choose to move only one space and your Spot will be cloned to fill both of the squares. This is a great move for holding your ground.



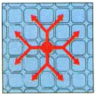
SKIP



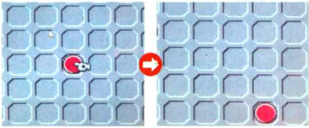
You can jump over another player's Spot, but you'll sacrifice your starting point. This move is great for getting out of tight squeezes.



SIDE SKIP

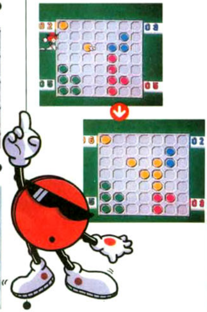


A variation on the skip, the Side Skip allows you to move one space outward and one space diagonally, much like the way a knight moves in chess.



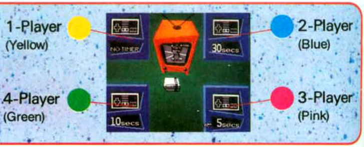
CAPTURE!

When a Spot plops down next to another player's Spot, it is changed to the attacking Spot's color. Get it? Change Spots to your color by landing next to them.



4-Player Action Means Spotmania!

Four players can get together to battle it out on the Spot range. Give the more experienced players a handicap by limiting the time they get to make a move.

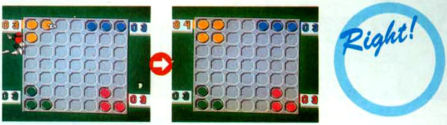


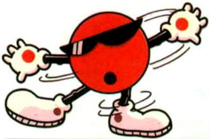
USE SPOTEGY!

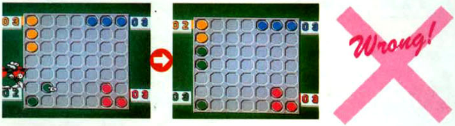
Spotegy is a word that means Spot strategy. Players must use Spotegy to plan ahead to avoid losing their Spots. Always try to predict what will happen after you make your move.

To Clone Or Not To Clone...

It's normally a good idea to start out a game by cloning your Spot a few times. If you skip a square too early in a match, your Spots may be sizzled prematurely. Try to build up a group of Spots in a corner before branching out.

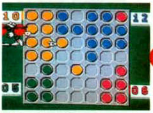




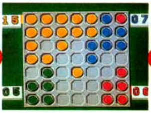


Remember To Count Your Spots!

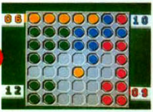
Stealing Spots can be an enjoyable experience. Sometimes, however, Spot theft can backfire. Sure, you snatch a small row, but on your opponent's next move he takes that row back and a few more Spots with him. Calculating your moves will save your Spots from an unwanted color change.



The yellow team surveys the scene. With one move, they can conquer three green Spots or five blue Spots.



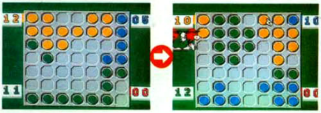
Yellow decides to grab some blue territory. A simple skip lands five Spots. It is starting to look grim for the blue team.



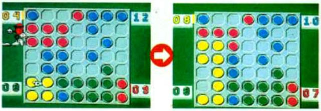
Taking advantage of yellow's weakness, green captures seven Spots, allowing blue to regain three of its own.

Sacrifice Your Spots!

As you move from one place to another, the distribution of Spots will change. Free moves are those that are not threatening to you or your opposition. They are moves into currently vacant squares. The game play can get very aggressive since the board limits the number of free moves a player can make. The main objective is to try and capture more Spots than you forfeit.



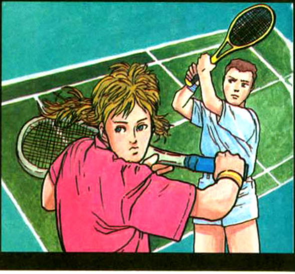
Yellow attacks the blue corner, the greens launch a strike at the yellows, and blue sneaks a few greens. The number of Spots that are controlled by each color remains pretty much the same.



To keep two squares free, yellow jumps one of its Spots and captures two blue and two red squares. Keeping two free squares adjacent to each other can be an effective defense technique.

CHRIS EVERT AND IVAN LENDL IN TOP PLAYERS' TENNIS™

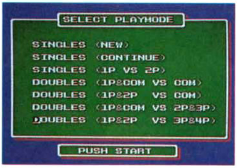
TM&© Asmik Corp. Of America



Top Players' Tennis from Asmik is the only NES tennis game that serves up four-player simultaneous action. You're set for fun with an exhibition match of video tennis doubles!

PLAY MODE

With 7 play modes, Top Players' Tennis offers video tennis for one to four players. Doubles with Player 1 and 2 versus Player 3 and 4 is the obvious 4-player option.



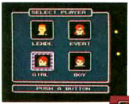
```
SELECT PLAYMODE

SINGLES  (NEW)
SINGLES  (CONTINUE)
SINGLES  (1P VS 2P)
DOUBLES  (1P&COM VS COM)
DOUBLES  (1P&2P  VS COM)
DOUBLES  (1P&COM VS 2P&3P)
DOUBLES  (1P&2P  VS 3P&4P)

PUSH START
```

SELECT PLAYER

In 4-player doubles, you can play Ivan Lendl, Chris Evert or a player you create. You can create a new player or select one that you've built up in previous games of Top Players' Tennis.



Choose "Boy" or "Girl" to make a new player.

Use your bonus points wisely when creating a character.

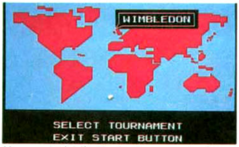
CHOOSE PASSWORD

You can also enter a password to use an old character.

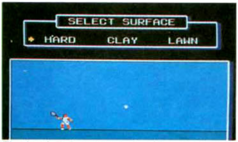
Choose your top seeded tennis ace and go at it!

4-PLAYER DOUBLES EXHIBITION

In the four-player mode, you play a single exhibition match, so you can't ace the Grand Slam (win all four major tennis tournaments). However, you can choose which court surface to play on.



You can only play in the tournament with one or two players versus the computer.

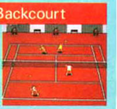


The hard and grass courts give net players the advantage, the clay court favors back court play.

4-PLAYER EXTRA SPECIAL TIPS

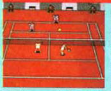
Top Players' Tennis delivers all the special interaction of 4-player team play, but it presents special challenges in 4-player mode. Players 3 and 4 are at a disadvantage, because the view of the court does not give them a clear shot of the ball when it is thrown up before a serve. If you're playing on the upper half of the court, use lob serves. Switch sides after a match to make it fair to all.

Forecourt & Backcourt



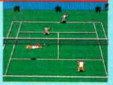
Other strategies in four-player Top Player's Tennis are similar to real tennis doubles. The best set-up is to have one player play the forecourt and the other play the backcourt.

Offensive Net Play



If you're both good net players, stay in the forecourt and punish the other side with net smashes. Don't smash the ball too hard, though, or it will go out. Stay flexible.

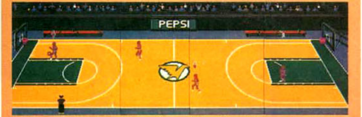
Wait Your Turn



There are times when one player gets caught up in a hot volley exchange. Rather than interfere, the other player should guard the open court.

Magic Johnson's FAST BREAK™

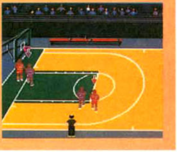
Tradewest's two-on-two basketball simulator makes for a great four player sports game. Like the other 4-Player sports games, communication and cooperation are needed to win. Magic Johnson calls the plays and gives helpful hints.



The court is big and gives you lots of room to maneuver.

4-PLAYER TIP

Good coverage is essential to keep the other team from scoring. Stick close to your man and stay between him and his teammate to better defend against passes.



CHAMPIONSHIP BOWLING™

Now your league can practice without leaving home! Championship Bowling from Romstar lets four players hit the lanes. You can play in four player mode with or without a four player adpater.

HI SCORE
POWER
CONTROL

TIP

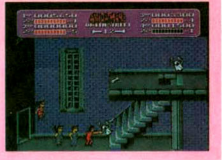
Pick the left-handed bowler, an 11 lb. ball, and lane one. Bowl with full energy, aim to the left of the head pin, and you'll get a strike.

A NIGHTMARE ON ELM™ STREET

It's not enough that Freddy haunts the movie theatres, now he's showing up on the NES! You and your friends can start a four-player expedition from LJN to destroy Freddy in all his shapes and forms. Search the houses for the bones you need to gain entrance to the attics and cellars, where you'll find Freddy.

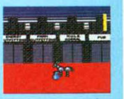
A NIGHTMARE
ON ELM STREET

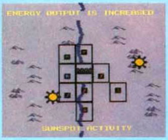
If your group stays together, you can better handle the perils of the haunted houses.



M.U.L.E.™

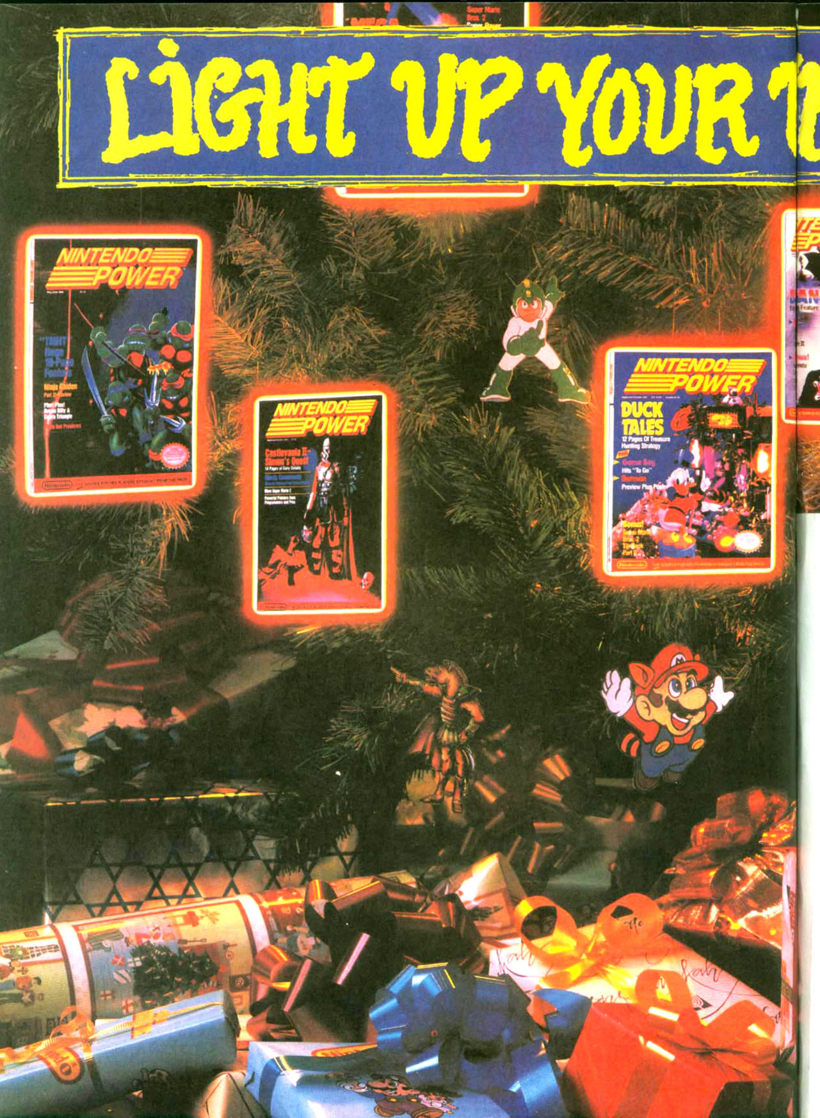
Resource building on a distant planet is the theme of this 4-Player science fiction strategy game from Mindscape. Each player controls a growing colony and tries to make it the most prosperous one on the planet. All-purpose machines that resemble mechanical mules make it all possible.





Random planetary events, like sunspots, affect your fortunes.

M.U.L.E. is short on action, but long on strategy.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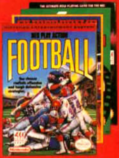
- **Four-player ground rules**
- **Hot team strategies**

TEAM TACTICS YOU WON'T FIND ANYWHERE ELSE!

Offer popcorn, cookies, candy, pop and other distracting stuff at critical moments. Hoot, bark or make other animal sounds — works great when your whole team howls at once. If you have a dog, rhino or other large pet, have your team call it back and forth in front of the TV screen.



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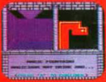
NES Play Action Football
The on-side kick is a winner for your side!

Super Off Road
Drive into high gear with "nitro."

Super Spike V'Ball
Teach your team the "quick spike" and rack up the points.



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The two magic fountains on Level Three will power up your magician!

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